NINTENDO POWER

January/February 1989 $3.50

Zelda II
The Adventure of Link
Blockbuster Review

Nintendo Power Bowl
Three Game Kickoff

Skate or Die Feature
Plus "Mondo" Poster

Captain Nintendo: Part 2



Nintendo THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

Give this card to a friend and get a free pin.

Introduce a friend to the wonders of Nintendo Power™ and we'll send you this dynamic Power Pin. All he has to do is subscribe now for 6 big issues at a $6 savings. He gets a free Power Pin, too!

The Super Power Pin. This limited-edition collectible is an animated Nintendo Power insignia with flashing lightning bolt.

The buddy system. Tear off the section below and fill out your name and address first. Give it to your friend and have him fill out his portion of the card. Then all he has to do is fold it, seal it up and mail it in with his payment.

If he orders by phone, make sure he has all your information in front of him. Or better yet, be there when he calls!



Actual Pin 3" Big!

For your friend:

Fill out for free Power Pin and $6 savings!

☐ **Yes, I want the clout of Nintendo Power behind my game.**

I understand that if I subscribe before February 28, 1989, I pay just $15 and receive a free Nintendo Power Pin. (Washington State residents add 8.1% sales tax: total $16.22.) Offer valid in U.S.A. only.

Name

Address

City State Zip

Are you a Nintendo Fun Club Member? ☐ Yes Membership # **(Important)** ☐ No

I'm paying for my subscription by (check one): ☐ MasterCard ☐ Visa

Credit Card Number Expiration Date

Name on Card X Signature of that person 130

Or call toll-free and subscribe immediately by credit card. (The Nintendo representative will need to talk to the person whose name is on the card.) **1-800-521-0900**

☐ Check or Money Order (Payable to Nintendo)

If you are paying by credit card, just fold, seal, and drop in the mail. If you are paying by check, enclose this card along with your payment in a stamped envelope for your own protection and mail to: Nintendo Power Magazine, P.O. Box 97043, Redmond, WA 98073-9743.

For you: Fill out first for your free pin.

SEND MY FREE POWER PIN TO:

IMPORTANT

Name

Address

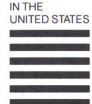
City State Zip

Fun Club Membership # (Important)

Nintendo®

130





NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 11 REDMOND, WA

POSTAGE WILL BE PAID BY ADDRESSEE:

NINTENDO POWER™ MAGAZINE
P.O. BOX 97043
REDMOND, WA 98073-9989



Power up your NES with these action-packed accessories. Each one carries the quality seal that tells you it's part of the Nintendo® family. Turbocharge your scores with the NES Advantage.™ Skateboard to victory with the Roll & Rocker[1]. Pull the plug on messy wires with one of the new remote controllers. And play to win with all of these sure-fire accessories — your power supplies! Also available, but not shown: Hyper[2] and Hyperstick[2] by Bandai; Zinger[3] Joystick, Zipper,[3] Ultimate[3] Superstick, and Jazz[3] Stick by Beeshu; Zapper® and Power Pad™ by Nintendo.

1. Trademark of LJN Toys, Ltd. 2. Trademarks of Bandai America, Inc. 3. Trademarks of Beeshu, Inc.



Welcome

Are you ready to kick off the new year with more video game playing power than ever? *Nintendo Power* is ready with more tricks, tips, special features, sizzling stories and fun than you can even imagine.

What better way to jump into 1989 than with the game you've been waiting for: *Zelda II – The Adventure of Link.* The greatest video hero of all time is back and full grown in this action packed role-playing sequel to *The Legend of Zelda.* Ganon's henchmen have some nasty new tricks of their own. The lay of the land is more complex than ever. And you can't always trust "friendly" advice from the villagers. Next, are you ready to tough it out in the NES ring against World Wrestling Federation super stars in *Wrestlemania?* Before you hit the mat, check this issue of *Nintendo Power* for tips on how to win the WWF Championship Belt.

Here's another wild winner for 1989 – *Marble Madness.* You'll think you're losing your marbles as *Nintendo Power* introduces you to magical marble eaters, creepy slimes, hungry vacuum cleaners and heavy-handed hammers in a wild and crazy video game of high speed marbles. Also in this issue, discover what happens when a "real life" volleyball champ tries to slam dunk his way to victory in Nintendo's *Volleyball. Metal Gear, Operation Wolf* and *Skate or Die* (check out the wild fold-out poster) are just a few more feature stories that will keep you on the edge of your seat and itching to get your hands on your NES controls.

We're also bringing you two exciting contests in this issue. You can enter to become one of 100 elite critics for *Nintendo Power.* Then get creative and enter our Writers' Showcase fiction contest. For inspiration, check out the adventures of Captain Nintendo as the action continues in the second of a two-part fiction story. So sit back, relax and get ready for some exciting reading with the first issue of *Nintendo Power* for 1989 – just the beginning of a powerful new year. Now you're playing with power!



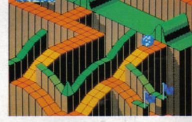
CONTENTS

FEATURES









NOW

This is the land of myth, Hyrule. Here Link is waits for you.





SKATE OR DIE Blow out Poster.



NOW PLAYING

1989 JAN-FEB



Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published bi-monthly, $21 per year in the U.S.A. only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

Color Separation by Dai Nippon Printing Co., Ltd.

WRESTL

THE GREATEST WWF WRESTLERS OF ALL!



Never before has such raw power and skill been brought together in the same arena. Can one ring contain the explosive talents of the top wrestlers of the World Wrestling Federation, each with his own special skills?



Drop Kick!



This is what it's all about: to be the proud holder of the prestigious WWF Championship Belt. Guide your favorite wrestler down the tough and grueling road to victory and earn the right to wear this coveted prize.





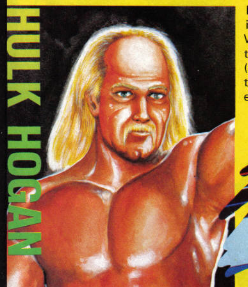
Each wrestler is gifted with his own special skills and maneuvers. But, as in all great sports, winning starts with a lot of hard training. Master the fundamentals before you try tackling more difficult maneuvers. Effort spent in basic training will pay off later on when tournament play is critical.

Feel the tension. Sense the excitement. Smell the air. Bask in the glow. Victory rests in your hands.

They're the biggest, baddest, and best wrestlers in the world and you're deciding the strategy and making all the moves, trying to PIN down that Championship Belt.

WRESTLEMANIA'S

HULK HOGAN



Hulk Hogan! The first name in professional wrestling. When the Hulkster saunters into the ring, flexing his 24-inch biceps (affectionately called "Pythons"), the fans go crazy and repeatedly shout his name.



Uppercut Smash

At a towering height of 6′ 8″, 303 lbs., Hulk Hogan is the world's most popular wrestler. Audiences are always thrilled by the incredible Hulk, and this superstar's following of loyal Hulkamaniacs continue to cheer him on to victory after victory.

Golden X

If you see Hulk's Golden X during a bout, try to get it quickly. Like cheers from his adoring fans, this will help to revitalize Hulk.



LEARN THE WRESTLERS' SPECIAL MOVES, TRICKS, AND SKILLS.

This chart lists the special maneuvers of each WWF star. Study them carefully and practice each one. Start with the defense basics to learn the ropes, then concentrate on more difficult moves. Practice with one wrestler until you get the feel for it. You may challenge your friends or the computer for the belt in Tournament mode play or practice against an opponent or the computer in Standard mode play (even using the same character).

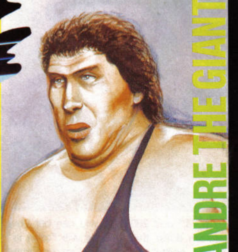
WRESTLER	A	B
Ted Dibiase	Punch	Eye Gouge
Bam Bam Bigelow	Headbutt	Spin Kick
Honky Tonk Man	Punch	Kick
Randy Savage	Elbow Smash	Kick
Andre the Giant	Swipes	Big Boot Kick
Hulk Hogan	Uppercut Smash	Kick

ALL STAR LINE-UP!

His name is Andre the Giant and they don't come any badder! He is a man of great strength and stamina and one solid kick from his size 22 boot can just ruin an opponent's whole day.

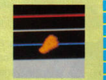
Big Boot Kick

Barge



A Massive Foot

Get Andre's trademark giant footprint when it appears on screen and you'll increase his already awesome stamina.



At a staggering 7′ 4″, 520 lbs., Andre is not only the largest wrestler in the WWF, but the largest professional athelete in the world. His imposing presence and extraordinary strength create a formidable opponent which no one takes lightly.

		Back to Opponent	Facing Opponent	Running Moves		Turnbuckle Moves
A + UP/DOWN	B + UP/DOWN	A+B	A+B	A	B	B
Pin		Back Elbow Smash	Body Slam	Dropkick		Turnbuckle Leap
Pin	Eye Gouge	Back Punch		Dropkick	Cartwheel	
Headbutt	Pin	Back Elbow Smash		Dropkick		Flying Elbow Smash
Headbutt	Pin	Back Elbow Smash	Body Slam	Dropkick		Flying Elbow Smash
Headbutt	Pin	Back Punch	Body Slam	Barge		
Headbutt	Pin	Back Elbow Smash	Body Slam	Dropkick		Flying Leg Smash



"Everyone has a price," says Ted DiBiase, the Million Dollar Man. He loves to bribe people into doing all sorts of bizarre things. He's even tried to buy the WWF Championship Belt! Though he tries to buy the easy way out at times, no one can dispute that the Million Dollar Man is a brilliant technician in the ring.

Tumb bakle Leap

At 6′ 3″ and 260 lbs., you can bet your bottom dollar that DiBiase will "cash in" on his ability to "deposit" an opponent hard onto the mat.

Eye Gouge!!

Dollar

The Million Dollar Man will feel revitalized when he's able to get the big dollar sign that goes by. Naturally.



Bam Bam always delights the crowd with his lethal cartwheels, dropkicks, and rope shenanigans. Unique and controversial, and always a crowd pleaser, it's easy to see how the "Beast from the East" got his nickname.

Eye Gouge

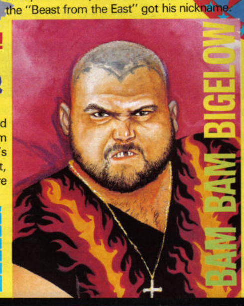
Spin Kick!!

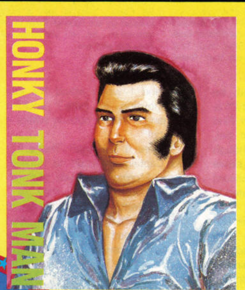
What can you say? He has tatoos on his head and flames on his colorful outfits. He's Bam Bam Bigelow, the "Beast from the East," and he's definitely wild. He'll shout, he'll rant, he'll rave, but, considering his enormous size, you have to admire his incredible agility.

Flames

Grab the flames power mark as it passes, and Bam Bam will really get fired up.







He's 6' 3" and 243 lbs. of pure power who likes to shake, rattle, and roll his opponents. Honky Tonk Man, like all the wrestlers, has his own special theme music.

The Honky Tonk Man's a "Total Entertainment Package," claiming that he can wrestle, sing, dance, and play the guitar. And he says that he can do all these things better than anyone else in the world.

Guitar

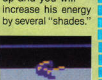
Getting the guitar will strike a nice chord for Honky Tonk Man. Take "note" of the amount of energy he receives as he becomes "sharp" enough to knock his opponent "flat."



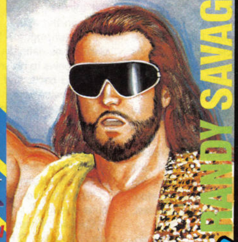


Shades

As his trademark sunglasses drift along the back of the ring, pick them up and you will increase his energy by several "shades."



A formidable combination of strength, speed, stamina, and wrestling execution make "Macho Man" one of the greatest competitors in all of professional wrestling. His elbow smash is particularly fierce.



Elbow Smash

As one of the most popular WWF Superstars, Randy "Macho Man" Savage now reigns as one of professional wrestling's best, capably managed by the Lovely Elizabeth, the WWF's only female manager. Savage is known to virtually explode with raw power and fury.



Flying Elbow Smash



What Happened In Part I: Brett Randalls, a member of Nintendo's R&D team was accidentally endowed with special powers. The accident also brought to life the Mother Brain from "Metroid." Brett and Tara, have just discovered their friend, Max, and a terrified life-size Princess Zelda at the mercy of a larger-than-life Ganon, who in turn is being enlisted by the Mother Brain in her attempt to...to...oh, you'll find out. Pass the popcorn.

"Aw, man," exclaimed Brett, "not Ganon! Not Ganon!" Turning to Tara, he confided, "Tara, I don't know what to do. These are the baddest villains yet and I'm just one guy."

"Brett," replied Tara calmly taking his hand. "I don't know too much about these new powers of yours or even what's really going on here, but I do know this: You are the captain of your fate. You have great powers that are totally unique. Look at yourself in the mirror. You are already more than 'just one guy.' You are Captain Nintendo."

Brett Randalls turned to see his reflection in the tinted picture window of the reception area. He gazed at the inspiring figure in the glass, adorned with the costume he, himself, had designed. In that fleeting moment, he realized his awesome destiny. Tara was right. Brett Randalls was now Captain Nintendo. And now, Captain Nintendo was needed. Turning from the glass, he stared bravely at the terrifying spectacle before him. As he took a step toward the perilously powerful monstrosities ahead and without turning his gaze from them, Captain Nintendo remarked, "You know, this is turning into a really long day..."

Concentrating, Captain Nintendo raised his arm shoulder-high and pointed his fingers at the terrifying beast in front of him. But, before Brett could fire any kind of blast, Ganon disappeared.

"What!?" thought Captain. "Where'd he...Ooof!!" Something unseen had knocked Captain Nintendo several feet across the floor and onto his costumed keester. He was so shocked, he didn't even hear Tara (who by this time was trying to administer First Aid to his unconscious best pal, Max) scream his name. Though considerably dazed, he could sense that Ganon was coming toward him. Instinctively, Captain Nintendo bathed the area in different hues hoping to change the light pattern around Ganon and make him visible. Going through the spectrum had little effect until Captain hit upon ultraviolet rays. He could just make out a huge form plodding toward him. He then increased the intensity of the rays, casting a dim silverish wash over the entire reception area.

"Arroarrrggh!!" Ganon roared in pain and promptly became visible, waving his apelike arms and glaring with crazed fury.

Cap wasted no time. Though weakened by the blow from Ganon, Cap focused a concentrated beam of solid silver laser light and hit the towering beast full force right between the eyes.

"Arroarrrrrgggh!!! Rrrraurrgghh!!" Ganon was definitely ticked off. He put his paws to his smoldering eyes, stumbled back, and plopped to his own keester with a considerable thud. He continued to snarl and complain unintelligibly. Captain Nintendo noticed that the Mother Brain was quivering somewhat. He realized that the Mother Brain was directly controlling Ganon.

"All right, you two! That will be quite enough!"

Captain Nintendo looked up to see Morgana O'Faye, Nintendo's top receptionist, descending the stairway which led into the reception area.

"I'm the one responsible for this area and I won't stand for any roughhousing in here." scolded Morgana. "Take it outside where it belongs!"

"Where it belongs!! That's it!" said Captain Nintendo to himself. "Sorry, Morgana," he said, redirecting his attention. "This...they...it...

"Oh, Brett! It's you!" shouted Morgana getting a closer look. She had maintained a world class crush on Brett for some time now, though she never let him suspect it. "I didn't recognize...Say, nice threads! I really like the boots, but I'd put, like, a big S on the chest; or a bat. And over here I'd try one of those."

"Morgana, I'd like to stay and chat, but I'm sort of in the middle of something and you've just given me an idea."

"Me? But I..."

"Brett, did you injure that thing permanently?" asked Tara, still attending to Max who was starting to come around.

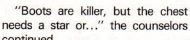
"I think he's only blinded temporarily," Cap answered, "which means we've got to work fast. You and Morgana stay here and help Max and Zelda. I'll be back very soon." As he turned to go he could see that Zelda, frozen with fear, looked like a mannequin, oblivious to everything. "Hang in there, Princess," he thought, "I'm going to get you the best kind of help...from 'where it belongs'."

Brett raced back to the R&D department. "EMERALD!" he shouted.

"I saw. I saw." said EMERALD. "I intercepted magnetic field relays and watched the whole thing through the security cameras."

"Oooh, that's very good!"

"Thanks."



"So you know what I've got in mind?" asked Cap.

"Probabilities indicate."

"EMERALD, spit it out!!"

"Yeah, I know."

"Will it work?"

"Well, if we insert random values for unknown variables not already in conjunction with constant factors..."

"EMERALD!!!!"

"I haven't got the foggiest idea!"

"Thanks a heap," said Brett and turned to leave.

"Hey, Brett," said EMERALD.

"Yeah?" said Brett.

"Good luck, man. Kick his tail."

Moments later Brett was upstairs in the Game Counselors area.

"Anybody seen Howard?" he asked.

"I think he's down in Production passing out autographs," someone said.

"Dude, are those longjohns you're wearing?" another Game Counselor shouted.

"Never mind," countered Brett. "Is anyone playing 'The Legend of Zelda'?"

"I am," said Phillip Bland, "but I'm only on Level 4. I've got a magic sword, too, though I wouldn't even be this far if it wasn't for the other counselors."

Brett hurried to Phillip's desk and stood before the monitor. He stared at the colorful screen and concentrated. Suddenly, there was a bright flash which gained the attention of the other Game Counselors. And there, standing beside Captain Nintendo, big as life, was Link.

"Whoa, cool!" shouted the counselors. "Hey, Phil, what kind of controller are you using? Is that in the Player's Guide?"



"Boots are killer, but the chest needs a star or..." the counselors continued.

Phillip, as usual, was dumbfounded.

"C'mon," said Captain Nintendo to Link. "Ganon's here. We need your help."

Without a word, the heroic pair bolted off toward the reception area where they arrived to find Max, Tara, and Morgana fending off an obstinate Darknut. And to make matters worse, Ganon was beginning to recover.

"The Mother Brain just brought it here for reinforcements," shouted Tara, noticing the Captain and Link arrive. "EMERALD says she didn't have to spend any more energy controlling Ganon since he was hurt, so she managed to bring this thing here."

"EMERALD?" inquired Captain.

"Que pasa, Boss?" came a familiar mechanical voice from the reception desk PC. There on the screen was EMERALD and somehow it didn't seem to surprise Brett, considering how quickly EMERALD learned what it was capable of accessing.

"I don't understand any of this," said Max, hitting the Darknut square in the jaw, with no effect.

"Hit him from behind!" shouted Captain Nintendo. "It's his weak spot."

Max dashed behind the Darknut, raised his fists high over his head, and brought them down full force. Without a sound, it vibrated and vanished, though a faint cry emanated from the Mother Brain. Tara and Morgana sank on the stairs, sighing with relief, while Max collapsed completely near the reception desk.

"Grrrraarrrgh!!!!!" Ganon bellowed, his eyes wide and glowing red like volcanic embers.

"Uh-oh. Dodongo breath's back!" EMERALD alerted. "And the Brain is pouring all her remaining energy directly into him!"

As suddenly as before, Ganon disappeared.

"Don't be fooled, Link," said Captain Nintendo. "He's still here, somewhere."

Link wasted no time and struck out in the direction of Ganon's last location. Bingo! On the first swipe, the sword connected hard against Ganon's thick hide. Stunned, he became visible for a few moments as the Mother Brain quivered and shrieked. Brett fired another silver laser blast, but the giant vanished too quickly.

"He seems to weaken when he comes into contact with something silver," said Brett. "Do you have anything made of silver?"

Link considered and then shook his head.

"Brett," cried Morgana, "try my letter opener. It's pure silver!"

Suddenly, Link fell back against a wall. The raging invisible Ganon had landed a substantial blow of his own; a blow that had knocked the wind out of Link. Captain Nintendo felt it, too, since he was directly maintaining Link's life support to this world.

Out of nowhere came a pair of flying fireballs straight toward Link. With his legendary lightning-fast reflexes, he struck the fiery spheres. As the sword connected with the fireballs, Ganon again became momentarily visible and then vanished. Two more fireballs hit Link. Captain Nintendo could feel his energy draining, though Link remained standing.

"He's too close to Mother Brain," said the Captain. "We've got to separate them, Link. Draw him outside while I get..."

FLOOM!! Two more fireballs sped between the Captain and Link, just missing them. Link raced toward the door and outside into the parking lot followed by another pair of fireballs, almost clipping his heels. The door then seemed to open by itself and Ganon's distinctive odor trailed outside. He was pursuing Link. Captain Nintendo bounded to the reception desk and grabbed the silver letter opener.

"Careful! It's sharp," cautioned Morgana.

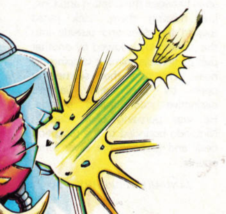
Cap grabbed the letter opener and charged toward the door. As he passed by the stationary Mother Brain, a drifting bubble seemed to deliberately swoop down against his shoulder injecting a seering pain. Reflexively, Captain Nintendo turned and fired an electrical blast at the Mother Brain, but hit her pedestal instead, with no result. Jumping as high as he could, Brett fired another blast, this time directly into the Mother Brain. Though she seemed to absorb the blast, Cap could tell she had been affected.

"Smoke that, witch!" He knew he'd made some progress, but there was a more pressing problem in the parking lot. Cap shot out the door, dreading the destruction he feared had already taken place. He was relieved to find that Link had thus far managed to dodge the fireballs in the unimpeded freedom of the parking lot and as yet no real damage had occurred.

FLOOM!! Link, out of breath, succumbed to two more fireballs, which brought him to his knees. Captain Nintendo, too, had to steady himself as he fell to one knee from the loss of energy. They would not survive another such attack; and they both knew it.

"Hit the next fireballs with your sword, Link!" shouted Cap.

Link said not a word, but nodded his comprehension. A split second later, another pair of fireballs were streaming toward him. With perfect timing, Link raised his sword, divided the flaming globes, and for a third time, the savage Ganon became momentarily visible. But this time Captain Nintendo was ready. Just as Ganon began to come into view, Cap lunged toward him with the letter opener, unerringly connecting with his target.



Ganon roared in incredible pain and began to flash in and out of visibility. Cap could hear shrieks coming from inside the building. The Mother Brain was feeling the pain as well since she was directly supplying Ganon's life support. Suddenly, Ganon froze motionless and then evaporated as though he were being beamed away. The letter opener hung in mid-air for a second and then dropped to the ground. Captain Nintendo looked through the tinted glass and saw the diabolic Mother Brain shimmer and slowly fade from sight, leaving only a quickly dissipating black smoke behind.

"Well," said Cap turning toward Link who by now had risen to his feet. "What is there to say but Thank you, my friend." He stretched out his hand to the fabled adventurer. As the heroic duo stood shaking hands, Link smiled and spoke the only words Captain Nintendo had heard him declare:

"I like the boots, but on the chest I'd put..." and then Link faded back to continue his adventure in Hyrule on the Game Counselor's monitor.

Inside, an anxious trio greeted Brett as he reentered the building. Cap waved them off, however, and approached the PC. "EMERALD, is the Mother Brain gone?" he asked. "WELL, YES AND NO..." started EMERALD.

"EMERALD," said a very tired Brett, "one day, I'm going to fry your ROM."

"O.K., I'm hip. The Mother Brain is in a dormant suspension phase—what we would call 'hibernating' until she can store up enough mental energy to resume her plan. There's no way to determine how long she'll be gone. Might be centuries; might be just a few seconds."



"What exactly is her plan?" asked Cap.

"Recall her programming, Brett. The Mother Brain is programmed to attempt world domination!"

"I hadda ask," groaned Captain Nintendo.

"Well, with that happy thought, I must be getting back to my desk. I'm way past my break time," said Max and promptly departed.

"What a day," sighed Captain Nintendo as he returned the letter opener to Morgana.

"Brett, what was it you were going to ask me just before all this began?" asked Tara.

"Huh? Oh. Well, I just wondered if you'd like to go out with me? There, I said it," said Brett like a heavy burden had just been lifted.

"Well, that's sweet, Brett," said Tara with a strange glint in her eye, "but I really try not to date the people I work with, you know? Thanks anyway."

Tara proceeded down the hall as Brett watched after her, scratching his head. Turning, he smiled at Morgana and then lumbered outside where he searched the air with his eyes. He reflected on how his life and purpose had changed so drastically in such a short time. And then he spoke:

"If you can hear me, Mother Brain, listen well: You will not succeed. For wherever there is an injustice to be rectified, a person in need of rescue, or a quest to be taken up, there also will you find the power of Nintendo...and it will always triumph. I promise."

Writer's SHOWCASE

CONTEST

Attention all of you aspiring writers out there!!! Got a story you've just been dying to tell or plot line that you've been letting simmer on the back burner, or maybe just a flicker of an idea that you've toyed with from time to time? Well, the time has come to put those brilliant ideas on paper and enter the Nintendo Writer's Showcase. Contestants should write a video game related short story between 1000 and 2000 words. Entries should be typed and double spaced and postmarked no later than March 1, 1989. There is no age limit and a panel of judges will select the winners. Judging will be based on creativity, originality, and over-all composition. The first, second, and third place winners will receive scholarship bonds of $500, $250, and $100, respectively. The top winning entry will also be published in a future issue of Nintendo Power! Imagine, thousands, maybe millions of people will read your story! Is that great or what! So go nuts. Be inventive. Send us the best video game related story in the universe!

Enter Now!

★ First Place Story Published In

NINTENDO POWER ™

★ SCHOLARSHIP BONDS!

Win!

★ $ 500
★ $ 250
★ $ 100

- VIDEO GAME RELATED STORY!
- 1000 to 2000 WORDS
- JUDGING WILL BE BASED ON:
  ORIGINALITY
  CREATIVITY
  OVER-ALL COMPOSITION
- DEADLINE-MARCH 1, 1989

CONTEST RULES

Eligibility. Contestants must be able, and agree, to accept these rules and participate in all phases of the contest. Employees (and their families) of Nintendo of America Inc., Nintendo Co. Ltd., licensees and their agencies are not eligible. Contestants must be U.S. residents.

How to Enter. Contestants must complete typed entries and submit with an entry form consisting of a 3×5 card stating their name, address, phone number and date of birth to: Nintendo Power, Writer's Showcase, P.O.Box 97033, Redmond, WA 98052. Entries must be received no later than March 1, 1989. Entry forms will be disqualified if illegible. Nintendo is not responsible for damaged, lost or delayed mail. ENTRIES WILL NOT BE RETURNED TO CONTESTANTS.

Contest elements. One entry per person. All entries will be judged on the basis of creativity, originality and overall composition. Story entry must be between 1000 and 2000 words and be submitted in typed and double spaced format. No purchase is required. Judging the contest will be Nintendo Power Editors. Winners will be notified on or before March 15, 1989.

Prize Structure. 1st, 2nd, and 3rd place winners will receive Government Savings Bonds with a purchase cost of $500, $250 and $100, respectively. When these bonds mature at the time the winner turns age 18, they can be used towards the costs of higher education. In the event there are an insufficient number of qualified entries, Nintendo reserves the right not to award all prizes.

Limitations. All postage and handling, federal, state and local taxes, if any, are the sole responsibility of the contestant. No substitution or transfer of prizes is permitted. This contest is void where prohibited by law and is subject to all federal, state and local laws and regulations. Contestants agree to sign an affidavit of eligibility and release. Rules are subject to change without notice.

Public Disclosure. CONTESTANTS ACKNOWLEDGE THAT ALL ENTRIES SUBMITTED ARE NON-CONFIDENTIAL AND ARE DEEMED TO BE PUBLICLY DISCLOSED AND BECOME PART OF THE PUBLIC DOMAIN AFTER THE FINAL ENTRY DATE. CONTESTANTS UNDERSTAND THAT ANY PHASE OF THE CONTEST MAY BE FILMED OR RECORDED FOR PUBLIC USE. BY ENTERING THE CONTEST, CONTESTANTS AGREE THAT THEIR ENTRIES, OR ANY PART THEREOF, AND THEIR NAMES, VOICES OR IMAGES MAY BE PUBLISHED OR USED FOR FUTURE ADVERTISING OR PROMOTION WITHOUT COMPENSATION. CONTESTANTS ACKNOWLEDGE THAT NINTENDO IS NOT RESPONSIBLE OR LIABLE FOR ANY COINCIDENTAL OR INTENTIONAL SIMILARITY BETWEEN ANY ENTRY, IDEA, DESIGN OR CONCEPT SUBMITTED AND ANY FUTURE PRODUCT OF NINTENDO OR ANY OTHER PARTY.

Winners will be announced in the May/June 1989 issue of Nintendo Power.



Ernie's Magic Shapes is a game where you match shapes and colors of assorted objects. Ernie (who is playing magician) will present a colored object. From his magic hat, you will select the best match.

Ernie has six different games to play and one is just right for you.

Some shapes are tricky, so study them carefully.

There is no time limit and no one will rush you.

Some shapes may look alike, but take a closer look and you will find that there are differences.



AstroGrover



Astro Grover is a game that involves counting aliens, learning numbers, and some simple math puzzles. Grover is playing spaceman and you can help him play.



Astro GROVER

How Many Zips?
Beam That Number.
Adding Countdown.
Take It Away, Zips!
Sum Up, Sum Down!

Grover has five different space math missions for you.



Again, you may take all the time you need to answer.



Playing with Ernie and Grover helps you understand shapes, colors, and math.



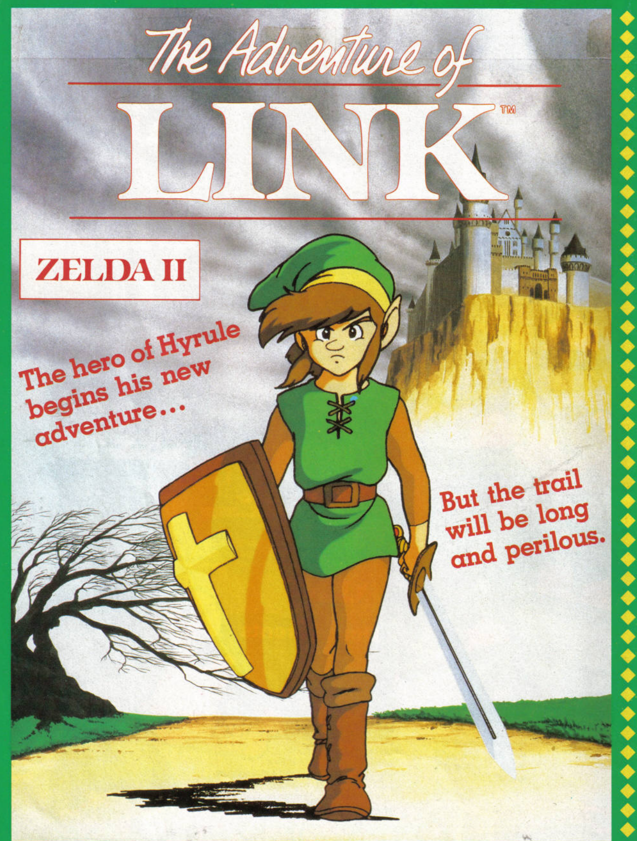
Beaming space aliens into their spaceship makes learning math lots of fun!

Dear Parents

and Grandparents! Introduce the younger members of your family and neighborhood to the NES with these fun learning games.



Playing with the terrific "Sesame Street" characters has always made learing fun and now you can play with them any time any time you want! Sunny day, sweeping the clouds away...


The Adventure of
LINK™
ZELDA II
The hero of Hyrule begins his new adventure...
But the trail will be long and perilous.

ZELDA II
The Adventure of
LINK

After the fall of Ganon...



Princess Zelda knew the secret of the Triforce, but refused to tell it to a great sorcerer. He then cast a sleeping spell on her.

Years have passed since Ganon's defeat, and Link has grown since that epic struggle. But much evil remains still in Hyrule.





As foretold in legends, a man of royal bearing would come to save Zelda and Hyrule, and his hand would show a mark.

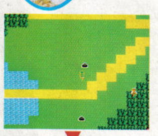


To overcome the evil forces, Link must find the third piece of the Triforce. Wisdom and Power he has already. Now he must find Courage.

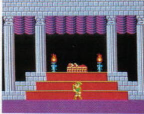
And thus Link's great task begins.



Hyrule has greatly changed.



Unlike "The Legend of Zelda" the game consists of two viewpoints. In the Overhead view, Link can hike along the roads or venture into the wilderness. If he meets an enemy off the road, suddenly he is thrown into the Side view action screen where he must do battle. The view is also from the side inside the many palaces and towns that lie along his way. Other changes include the many people who talk to Link and help him with clues. He also has the ability to use magic.



Link sets out on roads unknown.



Link visits towns.



Villagers give him clues.



ITEMS

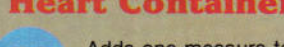
As Link searches out clues and battles the minions of Ganon, he must uncover powerful items in secret places.

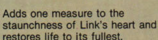
Magic Jar



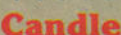
The potion within restores Link's magic. Know that the red jar will fill up his magic meter.

Heart Container





Adds one measure to the staunchness of Link's heart and restores life to its fullest.

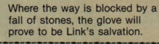


Candle



A flame to brighten the dark caves through which Link must pass. Once lit, it cannot be extinguished.

Handy Glove



Where the way is blocked by a fall of stones, the glove will prove to be Link's salvation.

Boots



The way ahead lies sometimes across the seas in places where no man may venture save he who has the boots.

Treasure Bag





A treasure of points (50, 100, or 200 pts.) awaits Link if he is quick and brave and lucky.

Magic Container

An increase in one measure of magic will Link gain from this vessel, and his magic meter will fill up!

Hammer





Many roads in the Overview Screen are blocked by boulders. Only the hammer can shatter them.

Raft

Divided by a great sea, the vastness of Hyrule can be explored fully only if Link wins the raft.

Flute



Long it has been told that the music of this ancient flute has powers both mysterious and strong.

MAGIC

Eight spells of Hyrulian Magic must be learned by Link, and some will use up more of Link's magic than others.



Shield



Strengthens Link's defenses. Within one screen, an enemy's blow will fall with only half the force.

Jump



Once earned, the magic of the high jump allows Link passage over walls and other barriers along his way.

Fire







In many battles, the magic fire which Link shoots from the tip of his sword will give him the edge.

Spell



Casting this spell on particular enemies will prove the difference between victory and defeat.

Life





Dark moments will come when Link is nearly spent. Using Life, he will regain three measures of vitality.

Fairy

In narrow places, impassable even to Link, he may choose the magical transformation into a flying pixie.

Reflect



With this powerful magic weapon, reflect back the evil spells that sorcerers hurl at Link.

Thunder



When all seems lost the magic of thunder brings hope, for its power effects all enemies present.

ZELDA II
The Adventure of
LINK

Study well the battle map of Hyrule!



Do not be deceived! The distances of Hyrule are greater than they at first appear. Long is the road Link will travel, and fraught with many dangers. Yet also he will find help in unexpected places.



Setting out from North Castle where lies the sleeping princess, Link explores the roads open to him, putting them to memory and learning secret ways through hill and desert and treacherous swamplands.

Hyrule

Ruto Town

North Castle

Rauru Town

Midoro Town

Port

Saria Town

The King's Tomb

Death Mountain Area

Action Scene

Off the beaten path, Link encounters enemy creatures and servants of Ganon. The scene becomes a side view, and will scroll either left or right as Link fights toward freedom from the center as seen below. Each action scene consists of three screens where Link must prove himself to be the Champion of Hyrule.



LEFT | CENTER | RIGHT

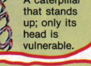
The servants of Ganon have invaded!


Bot
This jumping jelly drop is found everywhere.

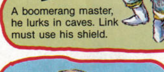

Deeler
Like a giant spider the Deeler drops on a thread from trees.


Lowder
A crawling beetle that gobbles up life energy.


Bago-Bago
Vicious flying fish, they spit rocks at Link on the bridges.

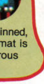


Geldarm
A caterpillar that stands up; only its head is vulnerable.


Moa
A graveyard ghost.



Goriya
A boomerang master, he lurks in caves. Link must use his shield.

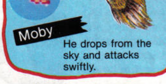


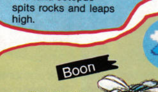
Daira
Against the Daira's ax, Link's shield is useless.



Megmat
Tough skinned, the Megmat is a dangerous pest.


Octarok
The land-octopus spits rocks and leaps high.

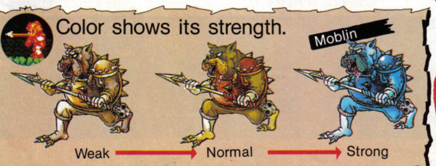

Ache
They swoop down from the shadows of deep caverns.


Moby
He drops from the sky and attacks swiftly.



Boon
This giant fly persistently drops stones.


Acheman
A batlike monster, it breathes fire and changes shape.


Color shows its strength.
Moblin
Weak → Normal → Strong


Myu
Small, thorny and hard, Myu is weak on top.

The King's Test: Passing the Palace Guardians

ZELDA II
The Adventure of
LINK

In the depths of each of the six palaces of Hyrule, a mighty guardian challenges Link. Long ago, the King who broke the Triforce and hid the fragment of Courage, set these guardians the task of protecting six mystical statues that are the key to regaining peace in the land.

Ironknuckle

Horsehead

Barba

Helmethead

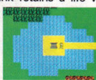
Carock

Link sets off to meet his destiny.

Not all paths are open to the hero when first he ventures forth from North Castle. In the map below are shown the limits of his wandering, from Ruto in the mountains of the northwest to Rauru in the south. Parapa Palace is within reach if he travels to the northeast. And yet in this region of Hyrule, buried in the hills and deserts, hidden away in forests and caves, can be found items essential to Link's quest. It is but for him to find them.

From North Castle...

Always will Link's journey begin here where Zelda sleeps. Should he fail during an attempt, he must start out again from North Castle. Only while Link retains a life will he continue at the place where he fell.



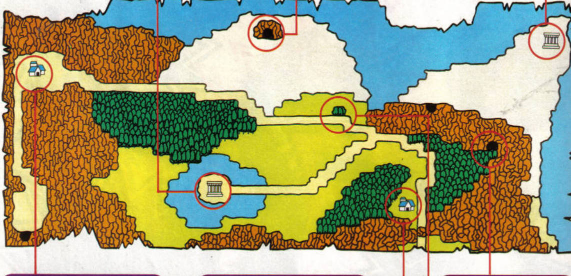
The Desert Cave

Far across the burning sands of the Tantari Desert lies a deep cave in which it is rumored there rests the statue of a Goddess and a great prize to he who wins it. But the prize must also be won, for the quest is never easy.

Parapa Palace

To the north and east, beyond mountains and deserts, is set Parapa Palace. Only columns of marble rise above the lonely sands. But below, in the great halls and passages, it is said that a candle awaits.





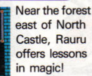
Ruto



Nestled between northern peaks, the village offers rest and aid to Link.

From Ruto came the statue of the Goddess. Return it for a rich reward.

Rauru



Near the forest east of North Castle, Rauru offers lessons in magic!

Here dwell folk with powers to restore spent life and magic.

Parapa Cave

This dark passage leads to the desert. But beware, a lone Lowder lurks within.

The Secret Wood.

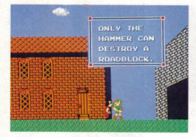
Under the eaves of this isolated forest, look for a bag worth 50 pts.



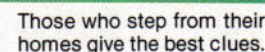
ZELDA II *The Adventure of* LINK

Link first visits Rauru.

In the town, Link approaches and speaks with many people (get close and press B). Some know nothing, but others help with guidance and words of wisdom. Here, too, Link may restore both his life and magic.



From a wise man in the town, he may learn a secret of magic power. Here, in Rauru, Link need only discover the whereabouts of this sage old man. But in all other towns secret lessons are offered only to those who have earned them. By finding treasured objects lost, and by doing valiant deeds, Link gains the trust of the town folk who will then reveal the home of their local magician. Much evil has come to pass due to Ganon's henchmen, and many wrongs must be righted in Hyrule. So this, too, is Link's fateful task.



Those who step from their homes give the best clues.

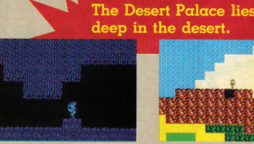


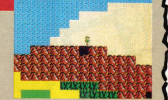
Link can enter freely those houses with open doors.

Cautiously Link takes the dark path to the Parapa Desert.

Carved from the roots of the mountains, the tunnel to the desert remains the only way open to Link. There darkness hangs like a cloak, and there lurks a Lowder which Link must pass. Although in blackness, he can just see the motion of the creature's feet.

The Desert Palace lies deep in the desert.





Whispers in Ruto may tell much.

Link listens well to all those he meets in this village. Some speak of a mysterious, stolen statue which can be traded for magic.



South of North Castle is the cave to which Link must now go. Though he has no candle to light his way, treasure beckons. Each step threatens to be his last!



The Desert Cave of Tantari

In a cave in the Tantari Desert, a statue of a Goddess awaits the hero. It is more perilous than the southern cave, for invisible holes pit its floor and the dreadful creatures rush and swoop at Link. With the candle from Parapa Palace, the way is easier.





Parapa Palace Awaits!

The screen has switched to the side view as Link reaches the palace in the desert. Cautiously he passes a silent guardian of stone and moves swiftly to the lift which will take him below. There in the ancient hallways the servants of Ganon roam. Long has it been since adventurers dared to enter this shadowy realm, and of Link at first they have no fear. Branching tunnels and stairways and deep shafts all are there to be explored. Treasure, too, lies buried in the vaults. But with each step Link takes new terrors may awaken seeking his end.



He must seek hidden keys to enter locked chambers.



An elevator gives Link access to the many Palace levels.



Not all is evil here, for a life-giving fairy awaits him.



Bridge stones crumble with each step as Link runs across.

Entrance

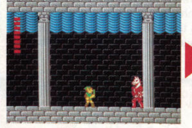
KEY

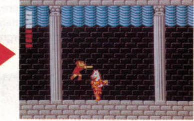
This precious gift of light is worth more than gold or jewels to Link.

Horsehead: The Guardian

ZELDA II
The Adventure of
LINK

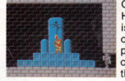
In a time long forgotten in Hyrule, Horsehead was given the task of guarding the statue in the back of Parapa Palace. Suddenly coming face to face with the monster, Link stops short. He cannot proceed until he defeats Horsehead, and only an attack to the creature's huge head can succeed. After a moment, he knows he must use a jump attack.


The guardian has the head of a horse and attacks whirling a giant club.


Horsehead wears no helmet. Link need only leap high and strike hard!

To the statue Link returns the crystal!

Each Palace holds a statue that resembles a face of mystic origins. Together they create a binding force that locks the Grand Palace. The crystals destroy the statues, Palaces, and the force.


Only after Horsehead is defeated can Link place a crystal in the statue.

KEY
KEY
Fairy

Set the crystal and the palace will crumble.



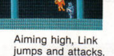
Midoro: The Swamp Palace

With the candle and a greater confidence, Link now seeks the second Palace. Through a cave he must pass and there defeat a fierce boomerang wielding Goriya. He must also have earned the magic of the high jump to escape. Once outside, he finds himself on the south side of the mountains in a new land. Here the Midoro Marsh stretches wide before him. First south, then east and north, finally turning back to the west he must travel. Through a narrow gap in the mountains he struggles on through the swamp until there ahead he sees the Palace. When he has increased all of his levels at least to three, Link enters this new maze. He has heard that a handy glove is somewhere hidden in the second underground level to the far left and that one cannot proceed far without it.

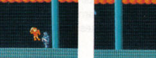
The glove allows Link to crush fallen blocks here.

Helmethead: The Guardian

Link comes upon him in the most remote corner of the Palace. A knight armored in blue steel bars his way. With his shield Link foils the attack, but his sword blows merely ring off the guardian's hard head. Here, to succeed, he must learn the art of the Downward thrust.



Aiming high, Link jumps and attacks.



Link continues with his head attack.

Palace Secrets...

On the steps, stone statues guard the palaces. If Link strikes one with his sword he may receive something valuable.



This prize is a jar of magic potion.

KEY

Entrance

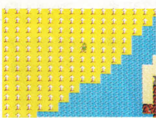
KEY

KEY

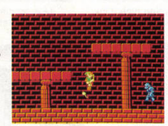


Island Palace

Off the shore of Hyrule, protected by mist and sea, a rocky island is home to the third Palace. Neither boat nor bridge will avail Link as he attempts to cross the channel. Instead, he must take another, darker path. One day, he wanders directly south from the King's Tomb and suddenly he is falling through the earth! He has stumbled upon an ancient tunnel linking the mainland to the Palace. Picking himself up, he makes toward the right and the Island Palace.



Link sets to memory the path he must take from the King's Tomb. "Eight steps in a line straight to the south." Later, he would draw a map of all his travels, for he knew the importance of this.



The Island Palace was built with fewer twists and turns, but a powerful enemy waits within. Link shrewdly uses Jump and Shield magic to work his way through.

Entrance

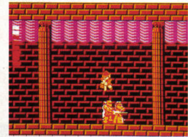
KEY

KEY

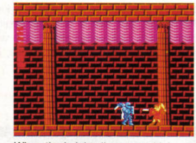


Ironknuckle: The Guardian

Astride an unearthly horse, Ironknuckle charges in the final chamber of the Palace. Link jumps at his foe, swings his sword, and discovers that this technique may be the key. Many times the knight thunders toward him, but eventually he dismounts and fights hand to hand.



Link's jumps and down-thrusts of his sword begin to tell on the still mounted knight.



When the knight dismounts, Link leaps in close to the attack, sensing victory.

KEY

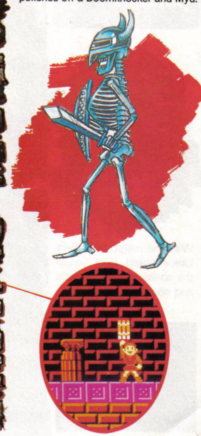
KEY

100 points and a key are buried.

Using the down-thrust technique, Link carves his way down to the treasure buried in the blocks.



Before he seeks treasure, Link polishes off a Doomknocker and Myu.



Discovering the raft will open new horizons to Link, if he ever gets out.



Palace of Maze Island



Sailing east across the sea, Link comes to the second continent of Hyrule. Here he encounters more of Ganon's servants, new villages and puzzles to solve. One of the most intriguing is the puzzle of Maze Island. Connected by a bridge to the mainland, the island is the home of the fourth Palace wherein live a host of Wizards and other beings. For a time Link wanders through the maze. In a few places he uncovers secrets, and with luck and patience he eventually arrives at the entrance to the Palace. But that is only the beginning. The maze outside is nothing compared to that which awaits Link within the Palace walls. It is his greatest challenge yet. Hidden pits drop into fiery pools and no path, it seems, is free of the Wizards.

Somewhere in the island maze is the palace.

Entrance

KEY

KEY

KEY



With the magic of Reflect Link's shield now repels the spells cast by Wizards and shoots them back.

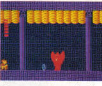


Link can close now and finish his task.

Carock: The Guardian

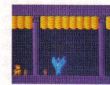
Quickly Link learns that the power of the wizards is not only in their spells, but also in their quickness, and the fact that they vanish without warning. Only with Reflect can he fight them. He waits, crouching at the left of the screen.







He activates Reflect, and crouches on the left.



He must be patient for this method to work.

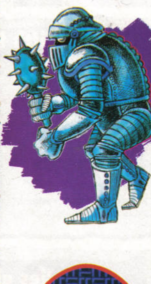
To defeat Doomknocker...

Link must face many who have the strength and cunning of Ganon. Doomknocker is one such as these. With clubs he attacks. Alone the shield is not enough.

Link must use the Reflect magic.



An attack from above will frustrate the giant.



KEY

KEY

KEY

With the winged boots Link might now walk above the waves.

The Adventure Goes On...

Link has come far through countless dangers, but though weary and bruised he knows that he cannot rest. Two more palaces must he conquer and in their most secret chambers set the crystals. Still to be found is the mighty power of Thunder. People, both evil and good, will cross his path. And somewhere ahead, waiting like a nightmare, is the Great Palace. Zelda's life and all of Hyrule are at stake.





Your wait will not be long before further secrets are revealed. In March, we will aid you in conquering the guards of the fifth and sixth Palaces, as well as offering many other insights.

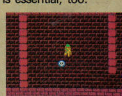
To the fifth Palace...

With the winged boots you can float over the waves to the Palace on the Sea. Link learns to pass through walls here.

Magos and other creatures protect this complex palace.

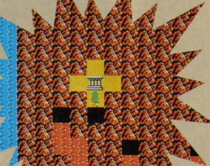
And the sixth Palace...

Hidden in space and time, the sixth Palace is revealed by special clues. The Magic Key is essential, too.



Inside, Link must draw a detailed map to help guide him.

What lies ahead in the depths of the Great Palace?





The road there is perilous, for you must pass through an enemy ambush.

The enemies, even inside the caves, give Link no quarter.



And there at last is the end of the road—the Great Palace—where waits the final test.



Tantari Desert
Ruto Town
North Castle
Rauru Town
Midoro Palace
Midoro Swamp
Moruge Swamp
Saria Town
The King's Tomb
Death Mountain
Death Mountain Area

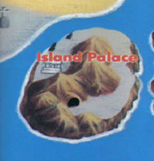
ZELDA II

The Adventure of LINK™

Parapa Palace

Parapa Desert





Darunia Town

Nabooru Town

Old Kasuto Town


Maze Island
ree Eye Rock






KAZ AIZAWA
SKATE OR DIE®
NINTENDO POWER™

SKATE OR DIE®

Grab your board and hit the concrete.

You can't become a skating animal overnight. It's going to take mondo practice and some nasty scrapes and bruises before you'll be ready for the fierce competition of the ramp or a deadly duel in the pool with Lester.

The Skate Shop manager is an old pro who can teach you plenty about skating

If you move the cursor to the right place, you can get him to tell you everything he knows.

Move the cursor around by using the Control Pad.

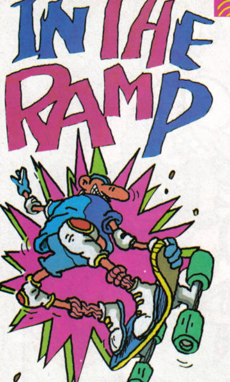
Move the cursor to the Sign-In board and push the A Button to sign up for the competition.



Register your name.

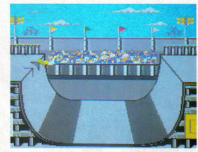
Move the cursor to "Go Compete" and press the A Button.

Registered trademark of Electronic Acts.





If you go to the Ramp Area, you can compete in two kinds of competition. In the Free Style Competition, you have ten passes to show off your killer moves and excellent technique to a wild crowd and a panel of judges. Next, catch some air in the High Jump Competition. You can try for a record on your first jump, or use all five passes to achieve some serious hang time.



Your scores are determined by the difficulty of the moves you attempt.

Hang it out or Hang it up!

The Control Pad and the A Button are used to change direction and perform tricks while in the air.





Start at the Skate Shop.

You can head for the Pool for a quick jousting match, try a jam session or a race at the Downhill Area, or compete in both freestyle and high jump competitions at the Ramp.

COMPETE ALL

Try all of the events in the "Compete All" Area.

This is the ultimate in skating madness—A five event, wild and woolly competition for pros only.



FREESTYLE

Ride the wooden wave in the Free Style Competition.

This righteous ramp event is a real crowd pleaser.

RAMP

HIGHJUMP

Build up some speed and soar to new heights.

Use the controller while in the air to gain height on your final jump.

POOL

JOUST

Jousting in the Pool is way cool.

In this game you try to knock your opponent off his board using a "bopper" stick while skating in an abandoned swimming pool.

RACE

Shred asphalt in the downhill race!

A long course through a local park.

JAM

The wild Jam Course.

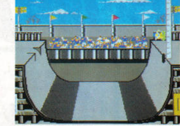
Watch out for Lester's dirty tricks.

DOWN HILL





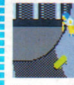
The High Jump is one of the most dangerous events in skating. If you use all five of your passes to build up speed, you can almost go into orbit on your final jump! Be careful on the landing though—A fall from that high will send you crashing through the ramp!



If you crash and burn on the landing, your score won't count.



FREE STYLE



If you misjudge your landing, you'll slide down the ramp on your knees.

It's a good thing this is a video game. A fall like that can be gnarly.



HIGH JUMP



Eat Ramp, skatehead.

Press the B Button continuously to build up speed on the ramp. If you have the NES Advantage or the NES Max, you can use your turbo button and really fly.



Do you think you can match this awesome jump? Grab a board, sign in at the Skate Shop, and give it a try.



The record breaking jumps will be almost impossible without using your turbo button.

Pointers from the Pros

Check out these mondo moves and then try them yourself. If you can master these, you'll be the undisputed King of the Concrete.

Aerial

Shove It

Ollie Air

Boneless

Tail Slide

Hand Plant

Rock 'n Roll Slide



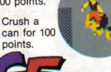


The Downhill Jam is an awesome race through a trash-littered alley. There are no rules, so do whatever it takes to win—including knocking your opponent off his board.



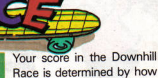


Break a bottle for 100 points.



Get an extra 500 points for crossing the finish line first.

Crush a can for 100 points.





Your score in the Downhill Race is determined by how quickly you finish. Use the A and B Buttons to cut sharply and jump obstacles.

Refer to Checkpoints A-K on the map to the right for more tips.

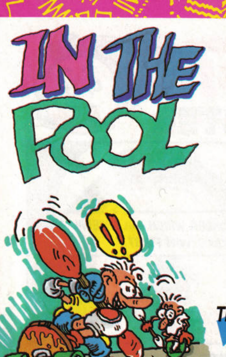


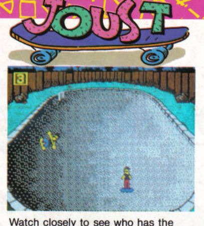
Checkpoints

- **1** Try going through here.
- **2** Jump to the left for a safe landing.
- **A** You earn 200 points for trying the ramp.
- **B** Get 100 points for nailing your landing.
- **C** Jump this barrier and pick up 400 points
- **D** A second jump will get you past this barrier.
- **E** Only the best can make it through this pipe.
- **F** You'll need great timing to make this jump.
- **G** Jump again and you can get past this.
- **H** Hit this ramp for 200 points.
- **I** You'll need to catch a lot of air here.
- **J** Jump this grate and get 100 points.
- **K** Jump here for an easy 100 points.

These are some of the places you can score. You'll have to find the rest.

IN THE POOL





Watch closely to see who has the "bopper." If you attack your opponent without it, you will quickly become just another statistic.

In the Pool Joust only one player has the "bopper" stick at a time. Attack quickly when you have the stick, and plan your route carefully if you don't. Getting knocked off your board at high speeds in an empty swimming pool just can't feel all that good, so be careful. You win the joust if you knock your opponent off his board three times out of five, and you must win by a margin of two knockdowns.

There are three opponents in the Pool Joust.



Poseur Pete



Aggro Eddie

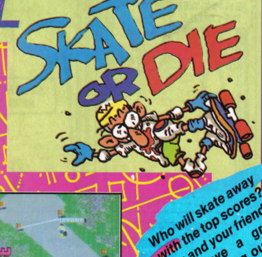


Bionic Lester

COMPETE ALL







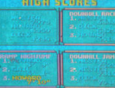
In the "Compete All" area, you'll participate in all five of the events, one right after the other. It's going to take some serious practice before you'll be ready for this kind of challenge.



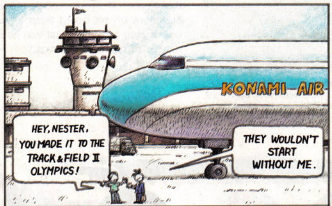


Seriously skaters, these tricks are for video play only. Skate safe-wear a helmet.



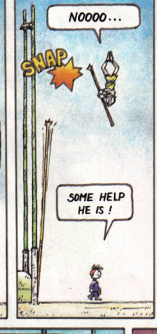



NESTER
HOWARD & NESTER


KONAMI AIR
HEY, NESTER, YOU MADE IT TO THE TRACK & FIELD II OLYMPICS!
THEY WOULDN'T START WITHOUT ME.

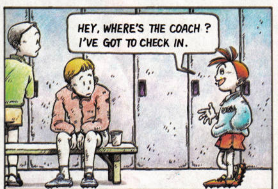

I WONDER WHICH GOLD MEDAL I SHOULD WIN FIRST?


HEY, YOU SEEN THE COACH?
CAN'T HE SEE I'M BUSY?

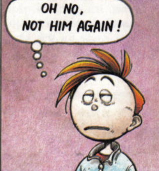

NOOOO...
SNAP
SOME HELP HE IS!


DO YOU KNOW WHERE THE COACH IS?


WHO?
SPLASH


HEY, WHERE'S THE COACH? I'VE GOT TO CHECK IN.


HI, NESTER!


OH NO, NOT HIM AGAIN!

WE'VE GOT TO HURRY. THE TRIPLE JUMP IS STARTING. DID YOU WARM UP YET?

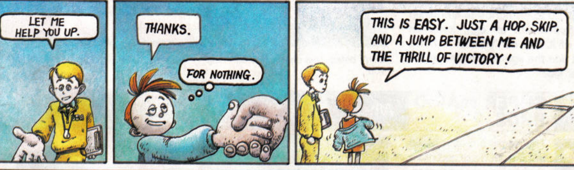
NAH, THAT'S FOR AMATEURS.

NESTER, LOOK OUT FOR THAT DISCUS!

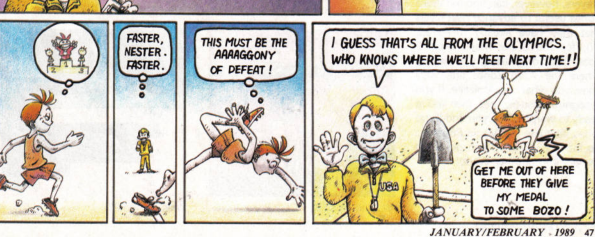
YIKES!

YOU'VE GOT TO BE CAREFUL. THIS IS SERIOUS COMPETITION.

I BET HE PLANNED THAT.







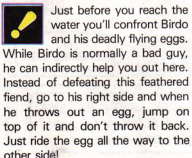
COUNSELO



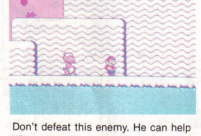


SUPER MARIO BROS. 2

How do I get to the other side of the water in World 4-3?



Just before you reach the water you'll confront Birdo and his deadly flying eggs. While Birdo is normally a bad guy, he can indirectly help you out here. Instead of defeating this feathered fiend, go to his right side and when he throws out an egg, jump on top of it and don't throw it back. Just ride the egg all the way to the other side!



Don't defeat this enemy. He can help you.

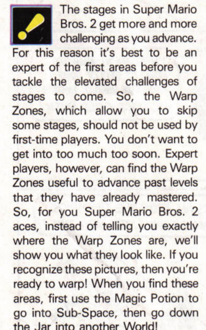


It's not a Magic Carpet, but it'll do.

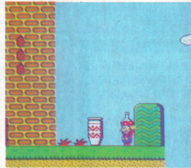


SUPER MARIO BROS. 2

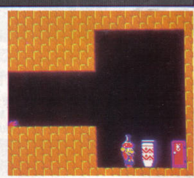
Where are the Warp Zones?



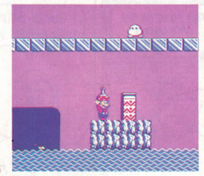
The stages in Super Mario Bros. 2 get more and more challenging as you advance. For this reason it's best to be an expert of the first areas before you tackle the elevated challenges of stages to come. So, the Warp Zones, which allow you to skip some stages, should not be used by first-time players. You don't want to get into too much too soon. Expert players, however, can find the Warp Zones useful to advance past levels that they have already mastered. So, for you Super Mario Bros. 2 aces, instead of telling you exactly where the Warp Zones are, we'll show you what they look like. If you recognize these pictures, then you're ready to warp! When you find these areas, first use the Magic Potion to go into Sub-Space, then go down the Jar into another World!



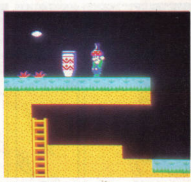
Warp to World 4.



Warp to World 5.



Warp to World 6.



Warp to World 7.

RS' CORNER



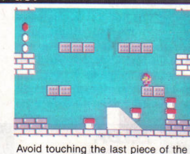
SUPER MARIO BROS. 2

Sometimes when I beat the Fryguy in World 4-3, there's no door. What do I do?

When you destroy the last piece of the Fryguy, try to avoid touching it as it falls. If you do touch it, you may not be able to leave the area. When this happens, press the Start Button to pause the game, and with the other Controller,press and hold Up on the Control Pad and press the A and B Buttons at the same time. You'll lose a character and start at the beginning of the stage so you can try again.



What? No exit door?

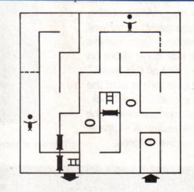


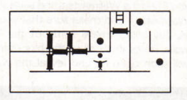
Avoid touching the last piece of the Fryguy and you'll be on your way!

GOLGO 13

How do I go through the bases? How do I advance past Greece?

The maps in the instruction booklet are very useful in helping you get through the bases. When going through these mazes, use a pencil to point to the wall on the map that you are facing and move the pencil when you change your position. This will take a little time, but it will also help you keep your bearings. There are some walls in the mazes that you can destroy with grenades. To replenish your grenade supply, defeat the enemies that have machine guns. Also, make sure you know which base you're in. The fake base under Berlin is the one with grey walls and the real base has blue walls and is hidden much deeper in the water. When you come up the ladder you will be outside this base. Look for a blue door to enter.





Make use of the maps and keep track where you are heading. You can use a pencil to point at the wall on the map that you're facing.

In Greece, make sure that you visit the hotel first, and then go to the area just to the right of the Parthenon. When you're between the two groups of bushes, press Up on your Control Pad. This will bring you to a new area where you can advance to the Aegean Sea.



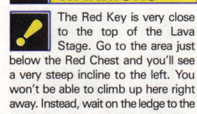
Press Up here to move on.



COUNSELORS' CORNER



WIZARDS AND WARRIORS — Where do I find the Red Key in the Lava Stage?



The Red Key is very close to the top of the Lava Stage. Go to the area just below the Red Chest and you'll see a very steep incline to the left. You won't be able to climb up here right away. Instead, wait on the ledge to the right and defeat the enemies until you find the Blue Potion. Then get a good running start, jump to the left, and sprint up the cliff. The Blue Potion will give you the speed and strength to go up and over. You'll find the Red Key very easily after this.

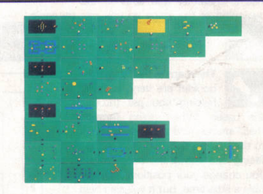


Wait here for the Blue Potion.

ZELDA 1st Quest — How do I get through Level Seven?



One room up from where you feed the Hungry Goriya ("Grumble, Grumble..."), you'll find the map to Level Seven. This map is in the shape of the head of a monster, and the "Tip of the Nose" of this monster is the upper-right room of the map. While finding your way to this room, make sure that you bomb every wall even if it doesn't seem likely that there is a room on the other side. (Sometimes there are rooms that don't show on the map.) Once you have reached the "Tip of the Nose," you'll find the Wallmasters and several blocks. Defeat all of the Wallmasters and make sure that you don't pick up a clock, as this could freeze some of the Wallmasters inside the walls. Then push all of the blocks in the room. A stairway will soon open up and reveal the way to the Triforce.



"There's a secret at the Tip of the Nose."

Game play hot-shots answer your questions.

AGENT #059



JIM MULLER

JOINED NINTENDO: JAN 20, 1988
HOBBIES: COMPUTERS, INVESTMENT ANALYSIS, AND PLAYING NINTENDO
HIGHEST GAME SCORE: RAD RACER—102,670
FAVORITE NES GAME: METAL GEAR AND STAR VOYAGER

AGENT #004

CLIFF HAMMOND

JOINED NINTENDO: FEB 1, 1988
HOBBIES: SPORTS, ARCADES, AND PLAYING MY NES
HIGHEST GAME SCORE: SOLOMON'S KEY—7,000,000
FAVORITE NES GAME: THE ADVENTURE OF LINK

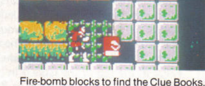
RS' CORNER



CASTLEVANIA II – Simon's Quest

How do I go about finding the Clue Books?

While some clues that you receive from the towns-people can be false, the clues from the Clue Books are always true. This makes them very important items to obtain. To find the Clue Books, search carefully and try to fire-bomb every wall segment. Once you have the Eye of Dracula, you will be able to see where the Clue Books are.



Fire-bomb blocks to find the Clue Books.



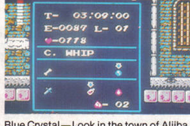
CASTLEVANIA II – Simon's Quest

What do the Crystals do? How do I get past Yuba Lake, the Deborah Cliffs and enter in Berkeley Mansion?

The Crystals are very strong and magical items. They will allow you pass by some incredible obstacles. There are three different Crystals and each of them can be used pass by a different barrier. To uncover the secret of the White Crystal, search the town of Veros. In the west end of the Aljiba Woods, you'll find a Clue Book that will let you know about the Blue Crystal. You will be able to do the same thing that you do with the Blue Crystal with the Red Crystal, only in a different place. To find out where, look for a Clue Book in the top-right of Brahm's Mansion.



White Crystal—Look in the town of Veros.



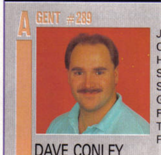
Blue Crystal—Look in the town of Aljiba.



Red Cystal—Look in a town across the Dead River.

Get hints straight from Pros!!

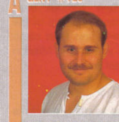
AGENT #289



DAVE CONLEY

JOINED NINTENDO: OCT 6, 1987
HOBBIES: WATER AND SNOW SKIING, WINDSURFING, SCUBA DIVING
GAME ACCOMPLISHMENT: FIRST PERSON AT NINTENDO TO FINISH GOLGO 13
FAVORITE NES GAME: GOLGO 13

AGENT #726



BRIAN TANEY

JOINED NINTENDO: FEB 1, 1988
HOBBIES: GAMES, GAMING (ALL TYPES: VIDEO, BOARD, ROLE-PLAYING, COMPUTER), WRITING, READING
GAME ACCOMPLISHMENT: BEAT METAL GEAR IN ONE DAY
FAVORITE NES GAME: LEGEND OF ZELDA

CLASSIFIED INFORMATION



■ Agent #207

● Mission One Magic

Here are some tricky moves that may not help you advance in the game, but they are fun to watch. When you meet the Lopars, knock one of them down just in front of the ladder on the left part of the screen. Then walk around to the right and hide around the corner. When Lopar stands up he'll be lifted by a mysterious force to the ledge at the top of the ladder! In that same area grab a barrel and walk close to the corner until you see that your character's feet are slightly above the ground. Then throw the barrel. Instead of just going the usual short distance, the barrel will spiral up and out of the screen, never to be seen again. Near the end of the mission where the Linda characters are, walk far to the right so that you are against the wall and next to the pipe. Press Up on the Control Pad and you will rise up and out of the screen. Be aware that this will probably result in your being stuck. You'll then have to reset the game and start from the beginning.



The Amazing Spiralling Barrel! Look! No Strings!

● Out Wait Chintai.

Pass Chintai in Mission Two without even confronting him! Just climb up to the top of the building, watch Chintai appear, and then climb down. In just a few seconds you'll be in Mission Three without fighting this last enemy.

● Invisible Williams

Here's a great way to build up as many hearts as you need in Mission Two. After you climb the wire fence and get the bat from Williams, climb down and walk slowly to the right. When the Williams with the dynamite appears, move up as far as you can—against the pile of girders—and Williams will follow. Then climb up the fence before Williams can walk past the end of the girders. When you start climbing, Williams will freeze. Climb up and go to the left—onto the other side of the gap. Then climb down and walk as far to the left as you can. When you turn around and go back to where you met the Williams character, he'll be gone. If you swing your bat or kick where Williams was, however, you'll earn the points that you would earn if he were actually there. Continue to kick and swing your bat for as long as time will allow. You could build up to seven hearts right here!

Move up and Williams will follow.



Go back as far to the left as you can.

When you return, swing your bat where Williams used to be for big points.

● Avoid Conflict

Some areas in Mission Four are easier to pass than they seem. When Abobo breaks from the wall, you don't actually have to fight him. Instead, just climb the wall and get away. Also, if you don't defeat Williams in the section with the ladders, no other Williams characters will appear. This will help you save your energy until the very end.



No need to bother with this guy.



Avoid Williams and no others will show up.



■ Agent #416

●Special Strategy

Monsteropolis will never be the same once you master a secret fighting technique that will multiply the power of your weapons and make Dr. Wily's evil humanoid robots shake in their collective boots! With a single powerful shot from one of your beams (the Elecman Beam works best) or the Cutman Blade, you'll be able to register several deadly hits to even the toughest enemy. Fire the weapon, and as soon as it reaches your opponent, rapidly press the Select button to pause and resume the game over and over again. This will slow the action, and as your shot makes its way through the enemy, it will register a shot with every slight movement. This technique is especially useful against the one-eyed rock monster in the Dr. Wily stage. You'll be on your way to battle with Dr. Wily in no time!


Beat the Rock Monster in a few shots.



●One At A Time

One of Mega Man's most powerful advantages is that he can take on the abilities of his foes once they've been defeated. Some of these special abilities can be very useful against the enemies that wait ahead. Our agents in Monsteropolis have devised a plan of attack for these enemies. They contend that it is best to defeat Cutman first and use the Cutman Blade to do away with Elecman. You can then use the powerful Elecman Beam to defeat Iceman and blast Fireman with the Iceman Beam. Bombman is very vulnerable to the Fireman Beam and you'll find that Bombs will work nicely to quiet Gutsman. Good luck!

LIFEFORCE

■ Agent #214

●Build A Fleet

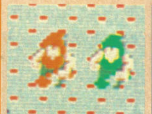
Our hard working code crackers have discovered a button pushing sequence that will increase your chances of survival ten-fold! Save the Milky Way and destroy Zelos with the power of 30 ships and four chances to continue. During the title screen, just press the following direction arrows and buttons on your Control Pad: Up, Up, Down, Down, Left, Right, Left, Right, B, A. Then press Start and you'll have 30 battle-ready vipers to take you through the alien-infested galaxy. This code can be used in some other Konami games as well, so give it a shot.

GAUNTLET

■ Agent #014

●Double Agent!

Come out fighting with an arsenal containing twice the special items and abilities that you had before. Our agents have developed a strategy that will double your power for a one-player game. Just start a two-player game and use the same password for both characters. This will give you two identical fighters with the same number of bombs, keys and extra abilities. Let the second character be defeated and collect all of the loot that they leave behind. You'll have twice the goods to take on the enemies ahead!





Punch in the same password for two different players and then eliminate the second one.

Blaster Master

Agent #615

Key Play

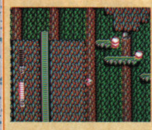
On your mission to destroy the evil Plutonium Boss and his band of radioactive mutants, keys can be very hard to come by. At the beginning of Stage Five there are two barriers that require keys. We have, however, found a way to get by the barriers if you have only one key. First destroy the enemy at the end of Stage Four, grab the key and move on. When you get to the first barrier, use the key to open the lock, and move your vehicle to the area between the barriers. Then leave the vehicle and climb the ladder to the top. If you fall off to the right correctly—hugging the wall as you go down—you'll land on the other lock and it will open. You will lose one character this way, but it is a good way to advance if you don't have the proper equipment.



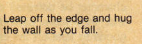
Use your key to open the lock and move between the barriers.

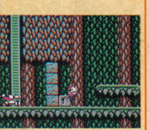


Get out and climb up the ladder to the top.



Leap off the edge and hug the wall as you fall.





You'll lose one player, but landing on the lock will open the second barrier.

Bionic Commando

Agent #331

Alternate Weaponry

Usually you defeat enemies in this game by blasting them. Your weapon does have limitations, however, as it will only shoot horizontally. This would sometimes leave you in a jam if it were your only hope. Luckily, you can also use your Bionic Arm as a weapon. This comes in especially handy in Area Three when you come across the giant fly directly overhead. If you get the timing right, you'll be able to shoot the Bionic Arm up and score a direct hit.



In most cases your weapon will destroy enemies.



Sometimes you'll need to use other means of elimination.

Indestructible!

You may have tried every weapon you have to do away with the commander of the enemy troop in the last overhead combat scene. But, you still haven't even scratched him. That's because he's invincible and cannot be defeated. You'll just have to find another way to get around him.



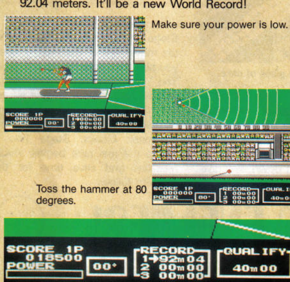
Stay clear of this enemy.

TRACK & FIELD II

■ Agent #316

●Hammer Throw

Our agents have informed us of a trick that could result in your becoming the champ of the Hammer Throw. Press the direction arrows on the Control Pad in a counter-clockwise pattern to start spinning and make sure that the Power Meter is very low — either even with the "O" in "POWER" or lower. Press and hold the A Button when the character flashes and let go when the angle is 80 degrees. The hammer will only go a short distance, but your effort will be recorded at 92.04 meters. It'll be a new World Record!



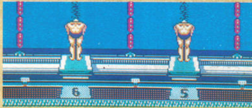
Make sure your power is low.

Toss the hammer at 80 degrees.

A new World Record!?

●Fast Flying Fingers

Fire up your fingers and take to the Control Pad! In this game, quick button pushing and manual dexterity really come into play. There are some ways that you might improve your time by mastering different button pushing techniques. We've discovered that one way to optimize your speed is by putting your thumb and forefinger together as though you were pinching something very small, and by rubbing the point of your finger and thumb nails back and forth very quickly between the A and B Buttons. Another useful technique is to concentrate and push the button quickly and softly without letting there be too much space between your finger and the button. There are also those that prefer the "Hold your breath, close your eyes, and let 'er rip" method. You will, however, meet with mixed results using this technique.



●Swimmer Selection

As you know, in the Freestyle Swimming event you can choose either the Crawl or the Butterfly. We've found that you can also choose the stroke for the computer operated swimmer when you are playing a one-player game. The computer usually swims Freestyle, but if you press Down on Control Pad II before you are off the blocks, the other swimmer will swim the Butterfly stroke!

Calling all agents!

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733





HOW TO PLAY



Enter your name at the beginning so you can keep track of high scores.



Stage 1 and 2 are a piece of cake. Relax!

The basic movement of the marble is managed by use of the Control Pad and the A Button. The Control Pad steers the marble, and the A Button, when held down, will give it extra speed.

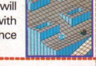
It's a wild race against the clock for one or two players! You're in control of a mad marble as it winds its way through tough terrain and past a variety of obstacles and enemies to the final goal!

Stage One will help you get used to the movement of the marble when you play the game for the first time. You should master this stage quickly. As a more advanced player, you'll be able to earn bonus points by maneuvering the marble over the numbered blocks. Stage Two is where the real race begins. Avoid mistakes and save time for the races to follow.

MEET YOUR ENEMIES!



BLACK BALL



Dodge quickly to avoid this character. If you meet the Black Ball head on, it will result in lost time. Get out of the way with a quick dodge, and before it has a chance to react, get moving!

MARBLE EATER



A collision with this creature will stun you, and if you stay in one place too long, the Marble Eater could swallow you whole! Stay as far away as you can. If it leaps, dodge quickly.

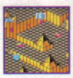


SLIMES



Don't let your marble even touch one of these powerful puddles. The slightest contact with the acidic slime will dissolve your marble into nothing!

BIRDS



These creatures appear in Stage Five. They travel in flocks, so be careful. If you see one, you know that more will follow. Watch their timing, and get out of the way.

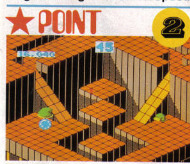
STAGE 3

INTERMEDIATE RACE



This is where the game starts to get challenging. Use the A Button to increase your speed when you can. Some tricky passages, though, will be easier to get through at normal speed.

★ POINT 2



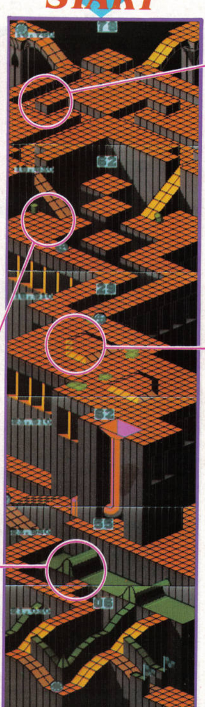
The Marble Eaters frequent this area. Go along the right edge and make a quick escape. Any contact with the Marble Eaters will be a stunning experience.

★ POINT 4



Watch the timing of the moving carpet and make your move in between the waves. You can avoid the carpet by going around, but that could waste precious time.

START



On to the fourth race!

★ POINT 1



The passage is very narrow here. Bouncing off the walls will only result in lost time. Precise steering is the key. The less contact your marble has with the walls, the easier it will be to get out. Move slow and steady.

★ POINT 3



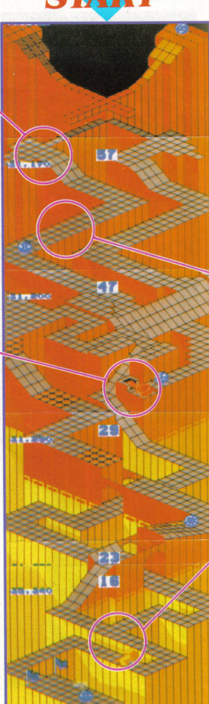
After a narrow passage, you'll meet up with several Slimes. You can avoid them by getting onto higher ground. The two raised parts of the floor are good rest stops. Watch the movement of the Slimes, and make a run for it when you see an opening. Try not to waste time. Every second you save will help on the next race.



STAGE 4

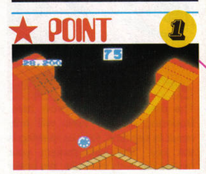
AERIAL RACE

START



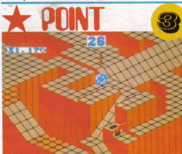
On to the fifth race!

★ POINT 1

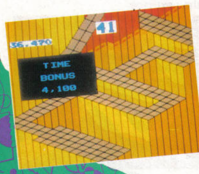


Being a little dizzy after this drop is unavoidable. You'll want to regain control as soon as you can. Otherwise, you might end up going over the edge. Stay alert and keep away from the drop off!

★ POINT 3



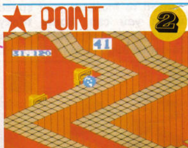
The catapult will sling your marble over the wide gap here. You'll have a decision to make. One path covers more area, but is safer, while the other path requires very precise timing.





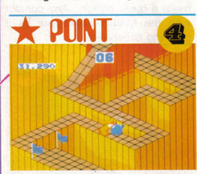
This race is full of obstacles. Controlling the speed of your marble from this point on is crucial. Increase your speed when you can, but remember, each mistake is costly.

★ POINT 2



These Vacuums are tricky. Their powerful suction could take your marble clean off the track. Don't stop! You've got a nice straight path here. Work up some speed and get moving. You're running out of time!

★ POINT 4

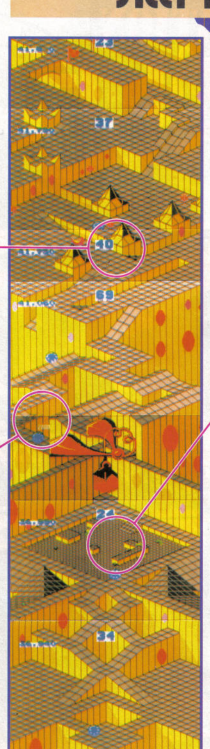


Watch out for the Hammers. They're the strongest enemies in this race. When they appear, they'll try to knock you off the track. Stand your ground and forge ahead. With a little force, you should be able to get by.



Everything you know is wrong! This stage is completely upside-down. Upward slopes will be very quick and downward slopes will be hard work. It'll take a little getting used to.

SILLY RACE

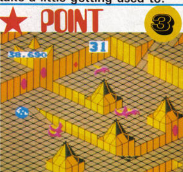






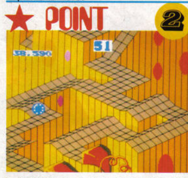
You'll meet with the most success on this race if you've saved at least forty seconds from the last race. The faster you are on the early races, the more time you'll have on the more advanced ones.

★ POINT 3



The Birds are very destructive, and quick too. Timing is extremely important here.

★ POINT 2



It looks wrong, but it works. This race can be tough from the start because your balance is all off.



You'll be able to move upward effortlessly here. Don't go too fast!

★ POINT 1



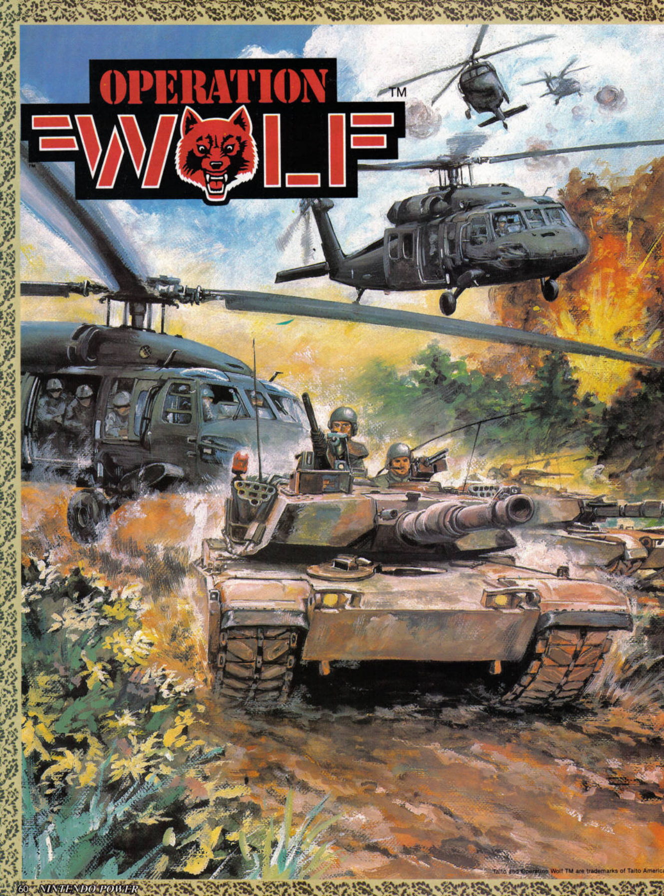
Welcome to the Bonus Zone



Here's where you get your revenge! There are enemies here, but since this is the Silly Race, now you can squash them. You'll earn three seconds for each one you flatten.

On to the final race!

The last race is the most challenging of them all. Make good use of the skills you've learned from the previous races and don't give up. If you have at least fifty seconds saved up, you may have a good chance of clearing this stage. It's up to you from here. Good luck, and start racing!


OPERATION
WOLF
TM

Presidential Order—Rescue the Prisoners!

Overnight an anti-American faction seized the nation of Cherigo, placing its pro-American supporters and the U.S. Embassy in jeopardy. Fearing for the lives of Americans and the American supporters in Cherigo, the President ordered an immediate clandestine military operation to remove the now political prisoners from that country. Military brass, concerned that any recognition of U.S. forces infiltrating would prompt a violent overreaction by the anti-American troops, decided that the rescue team could bear no resemblance to U.S. Forces. The mission code name—Operation Wolf—involves the air dropping of an individual commando at various key locations across the country. Once on the ground, each man will attempt to infiltrate the enemy prison camps, free the prisoners held there and evacuate them by any means available. Posing as rebels, there can be no American aid, and the men are on their own. The men who are capable to go are many, but few will have the necessary courage and dedication to join the Wolfpack on this hair raising mission of rescue, will you?



A quick check of weapons and gear and you move to the door of the plane. Seconds later a lone Wolf glides silently to the ground below. America's counting on you!

Armed with Courage and Determination!

Once on the ground you quickly hide your parachute and begin looking over your equipment. The load feels much lighter than normal due to the small amount of ammunition and grenades that you're carrying. It would have been nice to have been able to carry more equipment, but speed will override the need for fire power. Besides, nine millimeter ammuntion isn't that difficult to find. After checking your compass, you remove your helmet and wipe the sweat from your brow. "Another hot one," you think as you don your soft cover. "Better get a move on, daylights burning." Drawing your weapon you head out. You make good time nearing your first objective—the Communications Center. Suddenly a branch breaks somewhere in the foliage. Turning quickly, you find that you are no longer alone!





Items



Holds 20 rounds. Every magazine you shoot on the screen increases your count by one.



Shoot this and a timer will appear. For the next ten seconds you have an unlimited ammunition.



When you shoot this, any damage done is decreased by the number that's indicated.

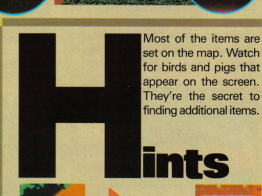


When this is shot, it explodes just like a Rifle Grenade right where it is.



Each enables you to launch one grenade. You can carry up to nine at one time.

Hints



Most of the items are set on the map. Watch for birds and pigs that appear on the screen. They're the secret to finding additional items.







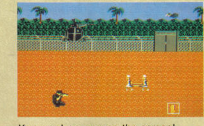
Six Stages To



COMMUNICATION-CENTER

Mission: Cut off enemy communications before they warn other troops!

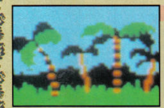
When you reach the Communications Center you will want to knock it out before the enemy can call for reinforcements or warn others. Be careful not to injure friendly Red Cross personnel who will be in the area. Accidentally hitting them will increase your total damage as you will no longer be able to get medical help. Remember to watch for the birds or pigs to appear!



Keep a sharp eye on the screen! In the heat of the battle it's easy to mix targets up, be careful!



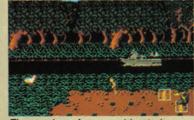
It takes several hits to knock out the car and copters. A grenade will get them in one!



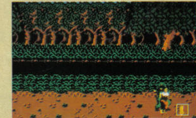
JUNGLE

Mission: Try to obtain information from captured enemy soldiers!

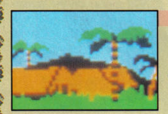
Care must be taken again in the jungle as a few local youths have escaped from the prison camps and are making their way through the jungle right across your path. Patrol boats and armored cars alerted by the sounds of the explosions at the Communications Center are looking for you! Things are really starting to heat up now!



The number of cars and boats keeps increasing! Watch your grenade count, you'll need them now!



No situation could be worse than this! You'll have to wait for a clear second and take careful aim!



VILLAGE

Mission: Capture any enemies possible and interrogate them!

You've made your way through the jungle into an occupied village. Drive the enemy out and free the village. Clear this stage and you'll get a chance to rest up.



Concentrate on getting clear shots off. Aim very carefully!

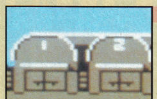


Freeing the village will give you a place to rest and regain your strength. You're almost there!

Mission Success!







AMMUNITION DUMP

Mission: Replenish yourself with enemy supplies.

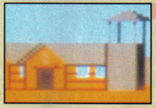
You will need to load up on some extra ammunition before the final assault on the prisoners' camp. You've caused enough havoc by now that the enemy isn't really sure where you are. Press onward before the enemy regroups and sends additional units out to hunt you down. You must hurry!



Incoming fire! Stanch defenders guard the Ammo Dump and will not give up no matter how bad it gets!



At the end of the stage you will get an opportunity to reload and prepare for the next objective.



POLITICAL PRISONER CAMP

Mission: Locate the five Embassy captives.

This is the most critical part of the mission! Enemy soldiers have heard your approach and are going to eliminate the prisoners! You'll need an eagle's eye to pick out the captives and save them from their precarious situation. The prisoners will try to help you by running off the screen, cover for them!



A prisoner's in trouble! The only way you'll be able to save him is with a perfectly aimed shot!



Downing a helicopter too near the fleeing prisoners may harm them from the blast. Use good judgement!



AIRPORT

Mission: Take the rescued Americans and escape by plane!

Hopefully you've got enough ammo to get through this stage. With the plane in sight you are almost home now! Watch out for attacks from motorcycle soldiers! They come from the sides of the screen and can move very quickly. Try to use your peripheral vision to watch the whole screen at once. Only a sharpshooter with lightning fast reflexes can escape this intense, action-packed combat zone!

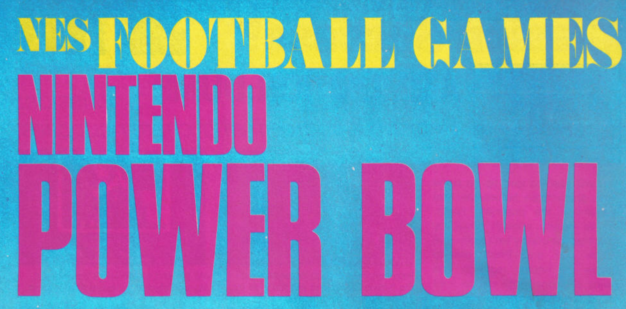


Using your weaponry carefully and conservatively is the secret to defeating enemies like this!



Your reward depends on the number of prisoners saved. Here's what happens if you save them all!!

NES FOOTBALL GAMES
NINTENDO POWER BOWL



Nintendo Power proudly presents three hot new football games for the NES. Tecmo Bowl, John Elway's Quarterback, and N.F.L. Football duel it out in a classic battle on the gridiron, as they compete for top honors in the Nintendo Power Bowl.

TECMO BOWL

Editors Note: SNK has indefinitely delayed the release of Touchdown Fever which was previously announced.

NOW PLAYING!

John Elway's QUARTERBACK

John Elway's QUARTERBACK™

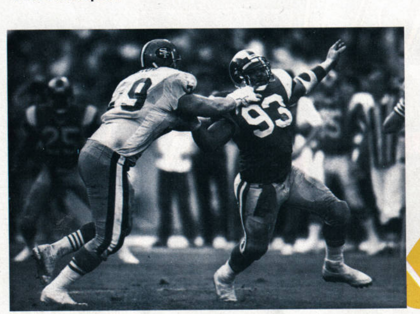
N.F.L. FOOTBALL

NFL™



GAME RATINGS FROM A PRO

To get an insider's viewpoint on these three new grid games, we went to NFL veteran Doug Reed. Currently with the Los Angeles Rams as a starting defensive end, Doug took time out to give Nintendo Power readers his assessment of Tecmo Bowl, John Elway's Quarterback and NFL Football. Here's his report:





The Ram's #93, Doug Reed is constantly improving his game skills—both on the field and at home with his NES. Now, that's true game dedication!

TECMO BOWL

"This is my favorite of the three games. I like that I can choose my favorite NFL team, program sweeps and pass plays, and intercept passes on defense. This game is very true-to-life and precise. I like the fact that the player's names are displayed and they give each other a "High Five" after a touchdown. This game was fairly easy to figure out, and any Nintendo fan should be able to pick it up easily."

John Elway's Quarterback.

"This game has great graphics—you can see everybody on the field. I really enjoyed the fact that there was a time limit on how long you could take to call your play. I also like the way you use the arrow to decide on a receiver after the play starts."

N.F.L. FOOTBALL

"This is a good game, but my least favorite of the three. The beginning graphics are excellent, but the play graphics are slower than the other two games. This game is much more complicated, and hard to understand right away."

(Editor's Note: Doug's right. But for those looking for super football strategy, check this one out.)

NINTENDO POWER BOWL

SUMMARY

"All three of these games are excellent football games. I liked Tecmo Bowl the best because of its fast action and great graphics, but I would recommend all three to every football fan with an NES."


TECMO BOWL



TEAM SELECTION

NOW PLAYING!

You will need a well-balanced offense and a great defense to win it all. You can play one of the NFL's most powerful teams, or try your hand with an underdog and pull off an upset.



This is the only game that lets you pick from all 28 NFL teams.



Let's get started.

You can play against a conference rival in either the NFC or the AFC, or see how you do against the other conference in an interconference game. You can even play in the Super Bowl, choosing any two teams you want.



Choose the type of game you want with the Select and A Buttons.

Use the controller and then the A Button to select your favorite team.

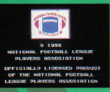
PLAYER 1 TEAM SELECT
Falcons



There are even six different sets of players for each team.

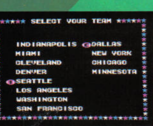
TECMO BOWL

Be sure to check out the Player's Chart at the beginning of the game before deciding on a team. These players will perform just like they do in real football, so choose wisely.



Tecmo Bowl offers teams from 12 NFL cities.

If you select a one-player game, the computer will choose your opponent randomly.



J.E.'S QUARTERBACK

In John Elway's Quarterback, the players are not named, but there are 14 teams to choose from, and all the cities match with their real NFL team.



The title screen is even autographed by superstar Quarterback John Elway!



The locker room screen makes you feel like you're one of the players.

NINTENDO POWER BOWL PLAY BOOKS

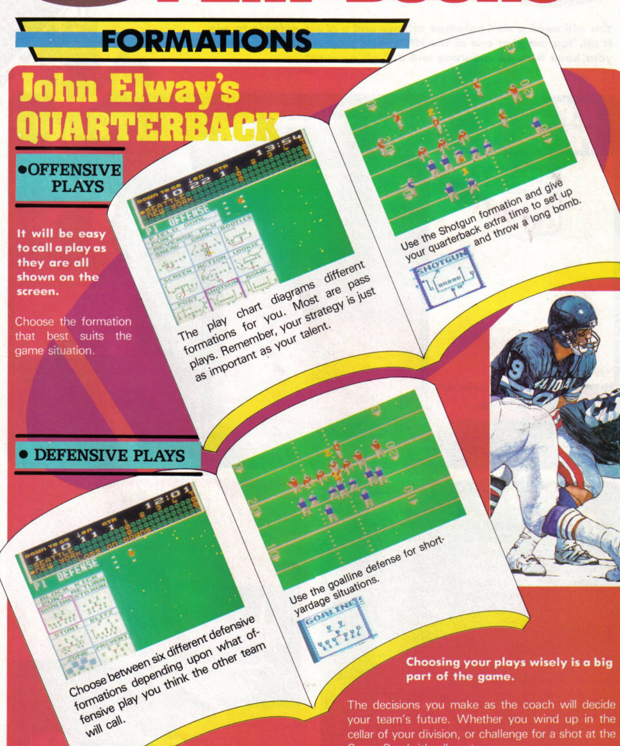
FORMATIONS

John Elway's QUARTERBACK

•OFFENSIVE PLAYS

It will be easy to call a play as they are all shown on the screen.

Choose the formation that best suits the game situation.



The play chart diagrams different formations for you. Most are pass plays. Remember, your strategy is just as important as your talent.

Use the Shotgun formation and give your quarterback extra time to set up and throw a long bomb.

• DEFENSIVE PLAYS

Choose between six different defensive formations depending upon what offensive play you think the other team will call.

Use the goalline defense for short-yardage situations.

Choosing your plays wisely is a big part of the game.

The decisions you make as the coach will decide your team's future. Whether you wind up in the cellar of your division, or challenge for a shot at the Super Bowl, it's all up to you.

TECMO BOWL

Each team has four basic plays. Try them all for greater success.

Each team will depend on the same kind of strategy as it does in real football. Miami and Denver can be counted on to put the ball in the air. Teams like Seattle and Indianapolis will count on a strong running attack while San Francisco's use of both the pass and the run will prove to be almost unstoppable.

• OFFENSIVE PLAYS

RUN



Put your shoulder down and bowl them over.

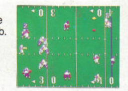
Once in the open field, turn on the speed.

PASS



Look for an open receiver down field.

Go for the long bomb.



KICK



Press the B Button to get to the kicking options.

They will appear automatically on 4th down.



DEFENSE



Guess which play you think the offense will call.

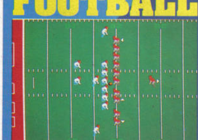
You control player Number "1" when on defense as well.





Each team has its own style and playbook. It will take some time to learn each team's strengths and weaknesses.

N.F.L. FOOTBALL



With 36 total formations to choose from, you will need to use the rule booklet to call plays.

• OFFENSIVE PLAYS

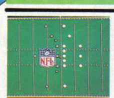


The Control Pad and the A and B Buttons select plays.

Here's just one of 20 offensive plays to choose from.

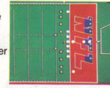


• DEFENSIVE PLAYS



In the 2-player game, you can choose your defensive formation.

A defense is chosen for you in the 1-player game.



NINTENDO POWER BOWL

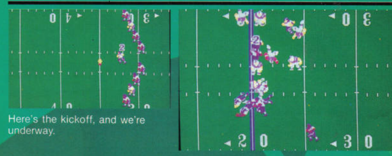
HOW TO CALL PLAYS

Okay sports fans...Here are some of the highlights from each of the three new football games. All three are action-packed, exciting, and realistic. Whether it's a high-powered passing attack, a muddy battle in the trenches, or a tight defensive struggle, you'll get hours of football fun from any of these three games.

TECMO BOWL

This game has the smoothest character movement of the three games. Although there are only four plays per team, the quick action will more than make up for it.

• OFFENSIVE PLAYS



Here's the kickoff, and we're underway.

The diving tackles are fantastic.

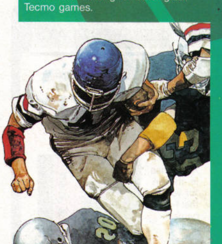


Throw deep down field.

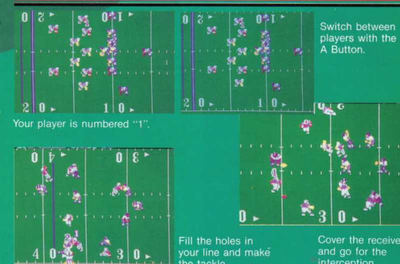
The kicking meter measures the power of your kick.



The scoreboard contains some colorful advertising for other great Tecmo games.



• DEFENSIVE PLAYS



Your player is numbered "1".

Switch between players with the A Button.

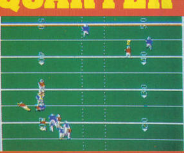
Fill the holes in your line and make the tackle.

Cover the receiver and go for the interception.

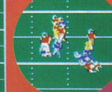
NOW PLAYING!

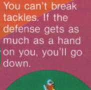
John Elway's QUARTER BACK

They didn't name it after John Elway for nothing. This is an excellent conversion of the pass-oriented arcade game.



The vertical scrolling action makes this game different than the other two.



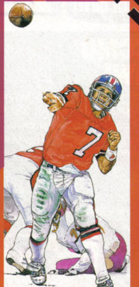


You can't break tackles. If the defense gets as much as a hand on you, you'll go down.





Make a quick tackle, or your opponent may break away for a long gain.





Watch the demonstration screen play by itself to pick up some valuable playing tips.

The scoreboard is continually shown at the top of the screen.

N.F.L. FOOTBALL

You're the coach in N.F.L. Football, and you have over 30 plays to choose from. Strategy and play-calling are this game's strengths. If you enjoyed LJN's Major League Baseball game, then this is the football game for you.



Use the Control Pad and the A and B Buttons to call your plays.

There is even a coin toss before the game to decide who will kick off.

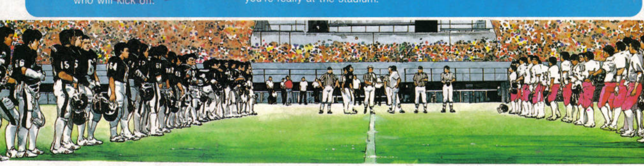


Drop back into the pocket and look for an open receiver.

The noise of the crowd and the referee's whistle make you feel like you're really at the stadium.

The close-up screen lets you control the receiver when he is about to make a catch.

The action is slower than the other two games, but the game is more complex.



Now, let's compare some of the special features of each game.



TECMO BOWL

Halftime in Tecmo Bowl is fantastic. There are cheerleaders, a half time show, cheering band members, and exciting crowd scenes. This is what going to a football game is really like.











John Elway's QUARTERBACK

There isn't any fanfare or scoreboard excitement, but it gives you a chance to catch your breath.

HALFTIME

N.F.L. FOOTBALL

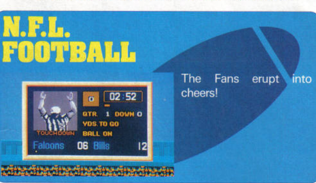
The halftime in N.F.L. Football can try your patience. The music is great, but it lasts a little too long.



NINTENDO POWER BOWL — TOUCHDOWN

The game plan paid off, and now you're near the goal line. Your quarterback drops back into the pocket, spots his wide receiver in the back of the end zone, and lofts the ball into the air. Touchdown!!

N.F.L. FOOTBALL



The Fans erupt into cheers!

John Elway's QUARTERBACK

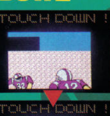


The players jump for joy in the end zone after a touchdown.

TECMO BOWL

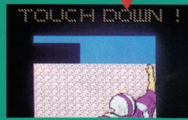


The player who scored the touchdown and the quarterback celebrate with a high-five.







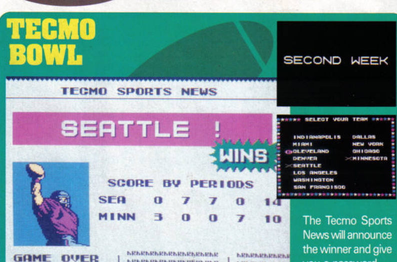




FINAL

The games fly by when you're winning, but seem to last forever when you're losing.

TECMO BOWL



The Tecmo Sports News will announce the winner and give you a password.

N.F.L. FOOTBALL

You won! Give this team another try, or test your skills against a different team.

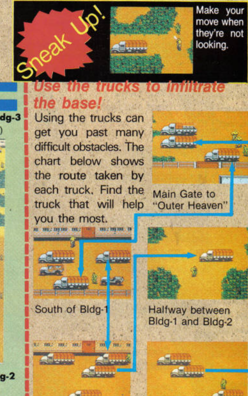
John Elway's QUARTERBACK

The final score is shown on the scoreboard at the top of the screen.


THIS WILL BE YOUR ONLY COMMUNICATION!!
METAL GEAR™
AHEAD! SOLID SNAKE...
93Y'8.8
Mission Objective: Destroy "Metal Gear"
The last message received from Agent Grey Fox mysteriously said "Metal Gear" and nothing more. After 24 hours without further contact it could only be assumed that the "Outer Heaven" Group had captured him. No one really knows what "Metal Gear" is, but it's for certain that if Colonel Vermon CaTaffy, the insane but brilliant strategist of "Outer Heaven" has conceived it, this project has to be stopped. Fox Hounder needs another top notch commando to infiltrate "Outer Heaven," locate and rescue Agent Grey Fox and destroy project "Metal Gear." Only one man fits that bill and that man is Agent Solid Snake. Join the Fox Hounder Group's newest operative in his impossible mission-the destruction of an unknown weapon in a base created by a madman!
TM of Konami Industry Co., Ltd.

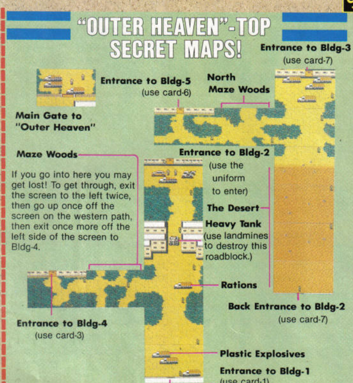
PREPARE FOR A REALISTIC ACTION ADVENTURE!

"Metal Gear" offers amazing action oriented detail in adventure gaming. Soldiers actually "patrol" rooms and have the ability to "see" in the direction they face. Use this to your advantage, and "sneak" up behind the guards.



Use the trucks to infiltrate the base!

Using the trucks can get you past many difficult obstacles. The chart below shows the route taken by each truck. Find the truck that will help you the most.

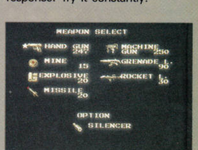


Use your Weapons and Items effectively!

Pressing the Select Button will bring you to the sub-screen where you will be able to choose which of the eight different weapons and 25 items or a transceiver you wish to use. Only one of the weapons and items can be used at a time so you'll have to pick carefully. To familiarize yourself with the particular strengths of each, you should try using each at various points of the game to see exactly what they can do. Some of the items appear to have no use at all (like the cigarettes) but turn out to be very valuable at the end or at later points in the game. The OPTION on the weapons screen (silencer) is used automatically on any firearm that you select so remember that it will not help with anything that explodes when fired. You will find that the transceiver will help you in situations where things do not seem clear. You must push Up or Down on the Control Pad to transmit your message at times to receive any response. Try it constantly!



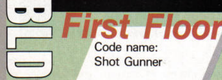
You have 25 utility items to use. Some you may not need but all have a purpose. Smart use of all will pull your bacon out of the fire!



Between eight different weapons and a silencer, Solid Snake is extremely well armed. Learn to use each at an expert level.

HINTS TO DEF

BLDG-1



First Floor

Code name:
Shot Gunner

The first person that you see as you break out of solitary is the Bldg-1 guard, Shot Gunner. You could take him on with your fists, but it's better to grab your equipment out of the door on the right side of the lower wall. Don't worry, you won't need a card to get in. Once re-armed, you'll be ready to deal with this tough guy. Try using your remote control missiles or this trick...


Run in between his shots to close the gap...


With good timing you will be able to reach the wall.


Move up and down avoiding attacks, keep closing in!


Lower the boom with the grenade launcher!

BLDG-2

Second Floor

Code name:
Machine Gun Kid

The Machine Gun Kid will attempt to "mirror" your moves following you back and forth across the screen. You can use this to your advantage by getting him to follow you to a spot where he can't hit you and you might be able to hit him. Like Shot Gunner, many of your weapons will work on him so be sure you try them all. Here is just one of the many ways that you can go about achieving victory!


Choose a point of attack and lure him there.


Launch grenades at him from a safe distance!


A few mines in his path will slow him up!


A combination of mines and grenades does the job!

BLDG-3

First Floor

Code name:
Bull Tank

The Bull Tank can prove to be one of the toughest characters you face. The Tank moves with surprising speed and you don't have a lot of space to maneuver in. You'll need five quick hits with your grenade launcher to knock it out before it pushes you out of the room or you'll be "pushing up the daisies!" Only the grenade launcher will work, so follow these steps for success!



Select the grenade launcher before entering the room.


Once inside, start firing as fast as you can...


Instead of running away, go to the sub-screen...

When you return to the main screen...

EAT EACH FOE!



BLDG-4 First Floor

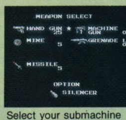
Code name:
Fire Trooper

The Fire Trooper swings a stream of flames from side to side keeping all his enemies at bay. All of the weapons you fire at him that pass through his flames will be destroyed before they can even reach him.

For this character you'll need a weapon that works at angles rather than straight on. The missiles are a little too slow, but the submachine gun is perfect. Give this a try!

Get close to him along the top wall...

Inch your way to the corner right next to him...



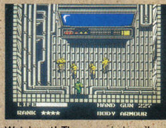
Select your submachine gun, lock and load!



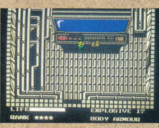
Open fire, the diagonal bullets will score a hit!

Destroy the Super Computer!

According to Dr. Petrovitch the "Metal Gear" will be controlled by this Super Computer. Without it the weapon is a useless pile of junk. Use the doctor's info to destroy this super menace!



Watch out! The room is heavily guarded in many ways!

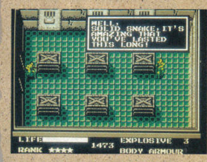


Set as many plastic Explosives as you can.



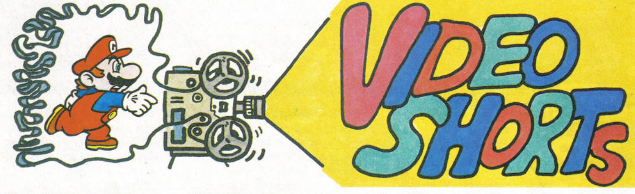
As soon as one explodes plant another!

"Outer Heaven's" leader is waiting but who is he?



Dr. Petrovich will tell you to use 16 plastic Explosives to destroy the giant Super Computer. But look out, destroying the computer sets off a timed chain reaction that will destroy the entire base. You'll have to escape but someone is guarding the exit! Who can this villain be?





Ahem. Looks like Mario is having a wee bit of trouble with the projector, so while he's rethreading the film, let us take this opportunity to say that we think "Video Shorts" is going to take your breath away. The variety of sources of inspiration for these video games is truly amazing. The sources range from the latest feature films to board games centuries old; from goodwill games to classic literature. There are also some fresh new ones generated from some great imaginations. O.K., Mario. Hit it!



FRIDAY THE 13TH™

from LJN

So you finally got the job you waited all school year for. You're a counselor at Crystal Lake Camp. Of course, every job has a few little irritations that make life unpleasant. You know: mosquitos, poison ivy, whiny kids, Jason. Yes, Jason, star of slash and screen, is back at Crystal Lake Camp and he's sharpened his ax. It's up to you and your fellow counselors to defend the little campers left in your charge from everyone's favorite maniac. It will take teamwork as each of the camp's six counselors has his or her own special talents. As you walk the campground, defeating Jason's minions, you will find items that will be helpful in conquering Jason. If you should become tired or need the special skill of one of the other conselors, go to their cabin and use the special feature to switch places with them. Pass along weapons that you've found or cure them if they've been injured by Jason or his zombie crew. But keep a close eye on the cabins as Jason is always on the prowl and if he slashes up another counselor or the campers, it's going to be tough to explain on Parent's Day.

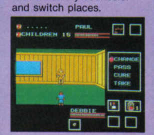
ZOMBIE XING

Throw rocks or weapons at the Zombies to defend yourself and find items.





If you are tired, find a cabin with a healthy counselor and switch places.





If Jason is attacking the campers, you'll save time by rowing across the lake.







The cave holds secrets, but beware the Blue Cave Wolf and his vice-like jaws.



WORLD GAMES®

from MILTON BRADLEY

Registered Trademark of Epyx Inc.

Here's a game that travels to the four corners of the Earth to bring you international excitement and the thrill of foreign competitions. Your first stop is the Soviet Union where you can test your great strength in the "snatch" or the "clean and jerk." Next, it's on to Germany for some barrel jumping on the ice and then scenic Mexico for a little tense cliff diving. In France, you will negotiate the slalom course and, aye, a quick stop in Scotland for a bit o' caber tossin'. While in the Far East, bow to your 400 pound honored Japanese opponent and then try to throw him to the ground. Travel to the Great White North in Canada for a g'day of log rolling, eh? Finally, back in the U.S. of A., summon your courage, and ride the terrifying Brahma bull, if you dare.





Get to know each bull's individual characteristics and anticipate his moves.

Hold down the A Button to grab your opponent's belt and throw him off balance.



STAR SOLDIER™

from TAXAN

© 1988 Hudson Soft. MFO under license by Taxan USA Corp.

Out in the dark, dim, empty void of space, Starbrain has inhabited an Empire space station. Starbrain is a giant runaway computer that destroys everything in its path and threatens the existence of the Galactic Empire (Don't you just hate it when that happens). As a renowned Star Soldier, you are the pilot of Caesar, the fastest fighter ship in the fleet and your mission is to defeat this mechanized monstrosity. On every fourth stage you must defeat a humongous Starbrain, who is even tougher than the standard Starbrain. Piloting over P-marks will increase the firepower you'll need for the final battle with the evil computer.



Getting three P-marks awards you five-way firepower and a shield!

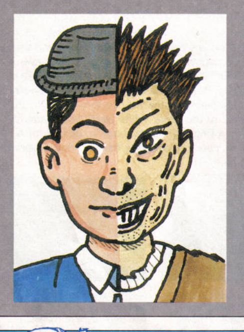




DR. JEKYLL AND MR. HYDE™

Trademark of Bandai America Inc.

from BANDAI



More than a hundred years have passed since Robert Louis Stevenson first published the immortal classic, "The Strange Case of Dr. Jekyll and Mr. Hyde." Now, all of the mood of Victorian England and the frustration of poor Dr. Jekyll have been wonderfully rendered in video game format and for the first time, like Dr. Jekyll, who takes an untested potion and randomly becomes the savage Mr. Hyde, you must play both the part of hero and villain.

The doctor's goal is to get to the church and marry his lovely Millicent. But barring his way are a number of obstacles, animals, and vengeful people. When the stress becomes too much he turns into Mr. Hyde, who must be prevented from progressing too far in the World of Demons. And all the while, both Jekyll and Hyde are fighting for control!



If Mr. Hyde gets further on his Demon World path than Dr. Jekyll has traveled on his own path, lightning strikes him!

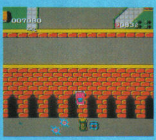


BUMP 'N JUMP™

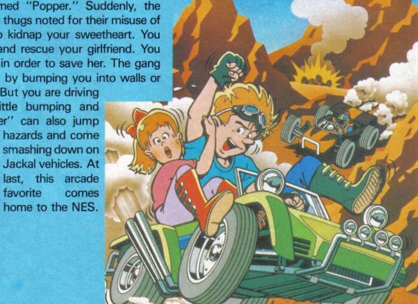
TM of Vic Tokai Inc.

from VIC TOKAI

You're out for a nice drive with your girlfriend in your versatile little car that you've nicknamed "Popper." Suddenly, the Jackals, the notorious gang of thugs noted for their misuse of off-road vehicles, manages to kidnap your sweetheart. You must chase down the gang and rescue your girlfriend. You will have to travel 16 courses in order to save her. The gang will try to stop you, however, by bumping you into walls or dropping things in your path. But you are driving "Popper" who can do a little bumping and crashing of its own. "Popper" can also jump hazards and come smashing down on Jackal vehicles. At last, this arcade favorite comes home to the NES.



Maneuver Jackal cars into walls. Drive "Popper" over Power Barrels to fuel up.





RAMPAGE™

from DATA EAST



Just like at the arcade, you'll have a monstrous good time with Rampage. Select either George, the colossal ape, or Lizzie, the giant lizard, and go on a spree of destruction that would turn Godzilla even greener with envy. You and a fellow monstrosity may wish to commit wanton destruction at the same time. You may even join a rampage already in progress. Your goal is to wipe out the entire United States and a large map lets you keep track of your progress. An area on the map will become black when you have demolished all the buildings in the cities within that area. Find some goodies (or a protesting resident) to eat, though you must avoid poisons as you destroy whole metropolises. However, the concerned citizens that live there are not giving up without a fight. You will be hit with a barage of bombs, grenades, guns, and paratroopers. You'll also be thwarted by helicopters, tanks, and police cars, not to mention the flashes from a determined photographer's camera or lightning from a nearby cloud. Just be glad you don't have a fear of heights.



Jump off of a collapsing building or you'll be buried in the rubble.



Rampaging is hard work so eat plenty of good food like fish bowls and passersby.

OTHELLO®

from ACCLAIM

As the saying goes: "A minute to learn...a lifetime to master." Beautifully simple in its design and game play, this board game favorite has delighted tacticians for more than a century. Now it's all been faithfully transposed into video game format for the NES. The main objective is to cover the majority of the surface of the board with your markers. Strategically place your disc on the plush green felt grid so that any disc of a different color between the one you just placed and a previously placed disc of your color will be "captured." When captured, the opponent's disc(s) will turn to your color. But be prepared. One smooth maneuver by a cunning opponent (or the computer) and the tide of color may turn back the other way.

Secure the corners and sides of the grid for protection against color loss.

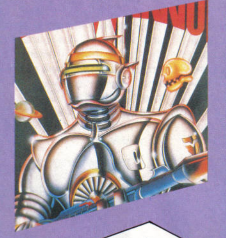


ROBOWARRIOR™



from JALECO

Trademark of Jaleco USA Inc.



Here's a SciFi adventure that is destined to be a hit! Long on excitement and rich with imagination, RoboWarrior unfolds the futuristic tale of ZED (Z-type Earth Defense cyborg), sent by Earth to her colonized sister planet, Altile. ZED's mission is to defeat the alien Xantho Empire that has invaded Altile. The citizens have gone underground, but not before hiding many weapons and secrets on the planet. Guide ZED through Altile's eight amazing regions, where you'll encounter dozens of Xantho invaders and the formidable Xantho Lords who guard each region.



Shoot a missile to clear a path in a heavily blocked area and quickly follow it.



Enter secret underground areas where the citizens have stocked secret items for you.



SPY vs SPY®

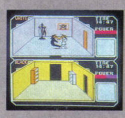
Licensed from First Star Software. TM of Mad Magazine.

from KEMCO-SEIKA

From the pages of MAD magazine to your NES come those unequalled usurpers of undercover. The indestructible experts of espionage are on a timed secret mission that take them through eight huge embassies. Sneak your favorite spy around on a simultaneous play, split-screen. Hunt for classified government documents and other secret materials while you set traps, bombs, and snares for your opponent. Perfect your covert cunning against the computer or go pointy nose to pointy nose against a fellow ambitious agent. You'll love setting ambushes for your family and friends to discover later. Meanwhile this leaves you free to check under that painting for secrets and. .Oh, no!! KA-BOOM!!!



Use the floor plan map to help you find the exit only after you have all the items.



In the hand-to-hand combat mode, both spys will appear on the same screen.





GYRUSS™

Trademark of Konami Inc.

from ULTRA



It's safer to take long shots and avoid close up confrontations.

If a 1-up appears, don't miss your chance.

A vibrant portrait of the imposing Genghis Khan, daring you to take up the challenge, is how your space mission begins. Save our solar system from the onslaught of the vicious Gyrusians. The Gyrusians recruited Khan from the past to lead their furious attack. You must guide your lone ship, equipped with a Neo-Tutonic Cannon, through 39 stages of the Milky Way, gathering weapons and defending the galaxy from pure terror.



from ULTRA

Q*BERT™

© 1983 Mylstar Electronics Inc. Trademark under license from JVW Electronics Inc.

At last, this arcade megahit is coming to the NES. For a real change of pace try this "horse of a different color." In fact, changing to a different color is what this popular little adventure is all about. The Tazmaniac Kings of Chaos have trapped Q*Bert in a treacherous time warp. There are nine levels to the time warp with four crazy stages in each level. Guide the fuzzy little pug-nosed hero up and down the pyramid of building blocks, changing the color of the top of a block with each bounce. Change all the block tops to the code color at the top of the screen and Q*bert will advance to the next stage. But keep alert! The Tazmaniac Kings have commanded their henchmen, Ugg, Wrong-Way, Slick, Sam, and Coily, to stop you, not to mention the falling Whammy Ball. Now, if only your legs will hold out...



Jump on the floating Whirly-Discs to excape from sticky situations.



Hop on the little green balls and freeze all the bad guys for a few moments.

NINTENDO POWER PRESENTS
PAK WATCH
A LOOK INTO THE FUTURE OF NES GAME PAKS

Pssst. Hey, you. Yeah, you. Shhh. Listen, have I gotta watch for you. Pak Watch!! Where we'll give you all the latest news flashes, low-down, bulletins, scoops, and scandals on what happening on the NES video game front. Remember, you'll hear it here first! Yeah, you're gonna like this watch.

Just Around The Corner

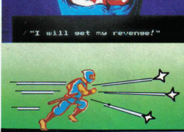
NINJA GAIDEN

Yeah!! This new game from Tecmo got the highest marks of any title we've seen in a long time. It has a whole new feel, outstanding graphics, incredible challenge and a great storyline. We expect this one to hit number "1" on the Player's Poll in no time!

Ninja Gaiden features a Cinema Display system that advances the story with movie-like scenes, giving you a rest between action sequences. Sound effects, different camera angles, and backgound music add to the realism and enhance the story. Ryu's ninja wall-spring jump and climbing skills remind us of Metroid game play. This one will be our main feature in March, so, get ready for some real Ninja action. It's hot! Hot! Hot!









All Ninjas derive their strength from their inner well being. Increasing Ryu's Spiritual Strength will enable him to use special abilities and weapons, while increasing his stamina.

GOSSIP

Hiya. Howya doin'? We're the Gossip Gremlins. We've been hired by the Nintendo Power staff to sneak around and find out things that nobody else knows. Some of these things are still just being whispered about. But, hey, nothin' gets past us. We're Gossip Gremlins, ya know.

C.E.S.

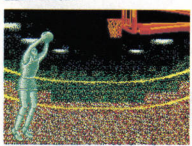
A Gossip Gremlin's dream come true! The Consumer Electronic Show (C.E.S.) only happens twice a year—January and June. At the show, we uncover all the inside secrets and hear all the major announcements about what to expect in the months ahead. And in March, we'll tell you!

We are Gossip Gremlins!





It's the season for Basketball, and man have we got some tough choices for you to make! Double Dribble will have to move over and make room for four new B-ball games to join the NES starting line up. Look to Nintendo Power to bring you a full review this spring.



Basketball is the Game of the Hour and, since our last issue, four new B-ball Game Paks have been announced.



Choose from eight NBA teams and win 35 games to take the championship. Hmm. From Vic Tokai...Duke Togo in high tops?





Magic Johnson's Fast Break

If it's Magic Johnson's, it has to be good. From Tradewest, the Double Dragon people.

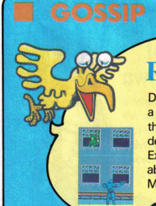
Hoops

Jaleco will add Hoops to their sports lineup (Bases Loaded, Racket Attack). It's a street one-on-one or two-on-two with some jazzy characters.

This Pak from Milton Bradley features Michael Jordan and Larry Bird. It's actually three games in one: One-On-One, Slam Dunk, and 3 Point. Sweet!

We haven't heard any official release dates yet on any of the B-ball Paks, but look forward to a complete comparative review in an upcoming issue.

GOSSIP



Robocop

Data East is spending a little more time on this one to add more depth to the game play. Expect more word about Robocop in our March issue.

Bayou Billy

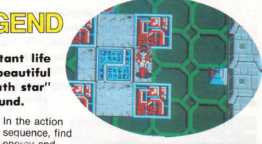
Konami announced "Billy" a while ago, but there's still no firm release date. Three games in one, it will combine fighting action, Zapper (optional) shooting, and Rad Racer-like driving sequences in a "down on the Bayou" setting.

Can'twait-can'twait-can'twait.



Just Around The Corner

THE GUARDIAN LEGEND



A deadly artificial satellite filled with evil mutant life forms is heading toward Earth. Only a beautiful transformable android stands between the "death star" and the obliteration of Earth. New from Broderbund.

In fight scenes there's an overhead view which allows the player to scope everything. Then: surprise! The android can transform into a powerful fighting spaceship where some slick graphics highlight a terrific aerial battle sequence. Assuming that the game is ready in time, we will have a complete feature review in the March/April issue of Nintendo Power.



In this phase, the Guardian transforms and wages battle as a sleek spacecraft.



In the action sequence, find energy and equipment that will aid your mission.



The sub-screen shows location, energy level, and equipment.



From Acclaim

KNIGHT - RIDER

We haven't received much on this Game Pak, but we know it's based on the exploits of Michael Knight and the fabulous KITT car from the television series of the same name. For those less familiar with the show, KITT is a fully automated, fully armed, computerized Trans Am with an artificial intelligence.





From Acclaim

AIR - WOLF

Another TV favorite has been announced for the NES. Airwolf, in case you didn't catch the show, is the world's most sophisticated high-tech helicopter and soars into battle against evil doers everywhere. We expect this one to land a few months down the airstrip.



This "pilot's view" screen shows the Airwolf cockpit.

GOSSIP

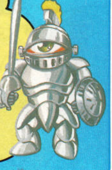
Bad Dudes

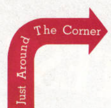
Rumor has it that Data East is converting their arcade hit, "Bad Dudes." We're hoping for two-player simultaneous play.



Defender of the Crown

This one was originally a computer game. Ultra will will bring this medieval role playing adventure involving Robin and Sherwood Forest to your NES.

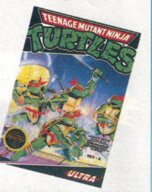




TEENAGE MUTANT NINJA TURTLES

They're young, they're genetically enhanced, they're highly trained, and...they're reptiles. The irreverent quartet is coming to the NES.

First they were a cult hit in the comics; then Saturday morning cartoons. Ultra has been hyping this Pak for a long time. Turtles are slow and this one seems to be taking its time in getting here, but it should come out of its shell very soon. We hear it's similar in framework to Metal Gear which suggests to us an overhead view showing lots of territory and equipment. No pics yet, but we managed to get a shot of the box.



GOSSIP

Nintendo's own 1989 lineup so far includes:

Cobra Triangle, Pinbot, Faxanadu, Trick Shooting, Jump Burger (Jump Burger?!?) Prototype Programs will be shown at CES, so we'll know more in March.



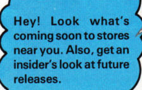
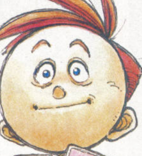
California Games

We've talked about California Games before and may have been a little early with our report. Those who can predict this kind of weather say to look for California sunshine in February at the earliest.

NES PLANNER



JAN	Challenge Pebble Beach Gyruss Operation Wolf Q*bert Tecmo Baseball Bomberman Roll&Rocker (Controller) Sesame Street 123 Star Soldier World Games
FEB	Wrestlemania Friday the 13th Tecmo Bowl Track & Field II California Games Fist of the North Star Mappyland
FUTURE RELEASES	Dr. Jekyll and Mr. Hyde Marble Madness Robocop The Legacy of the Wizard Ultima Price is Right Star Trek Adventures of Bayou Billy Airwolf Bad Dudes Chesterfield Defender of the Crown Empire City 1931 Hollywood Squares Hoops John Elway's Quarterback KnightRider Mask Rider Mystery Quest NFL Football Nightmare on Elm St. Ninja Gaiden One-On-One Sesame Street ABC Spy vs. Spy II/Mad Island Teenage Mutant Ninja Turtles Terra Cresta Tetris The Battlefields of Napoleon The Guardian Legend Wheel of Fortune, Jr. Who Framed Roger Rabbit? Amagon Faxanadu Pro Basketball Magic Johnson's Fast Break Cobra Triangle Pinbot Trick Shooting Jump Burger


Hey! Look what's coming soon to stores near you. Also, get an insider's look at future releases.

ENTER NOW FOR A CHANCE TO WIN THESE PRIZES, OR...

PLAYER'S POLL CONTEST

JANUARY/FEBRUARY PRIZE LINE-UP

OVER 150 WINNERS!

1 GRAND PRIZE WINNER

NES ACCESSORY BONANZA

1 NES Advantage, 1 NES Max, Bandai Hyperstick, Acclaim Remote Controller, LJN Roll & Rocker. With These Power Supplies You'll Be A Real Champ!



10 SECOND PLACE WINNERS

ZELDA II— THE ADVENTURE OF LINK

50 THIRD PLACE WINNERS

THE EXCLUSIVE NINTENDO POWER JERSEY

JULY/AUGUST PLAYER'S POLL CONTEST WINNERS

GRAND PRIZE

Kevin Flassig	Ormond Beach	FL

SECOND PRIZE

April Grant	Brooklyn	NY
Bruce Gray	Daly City	CA
Chris Lasaly	Guilford	CT
Chris DeVore	Lalale	MD
Dale Collins	Macon	GA
Dennis Borcuk	Newport	NH
Jim DiNatele	Merrillville	IN
Justin Laaksoheh	Shigle Springs	CA
Levi MaKue	Wahiawa	HI
Spencer Hastings	Gahanna	OH

THIRD PRIZE

Aaron Toole	Cincinnati	OH
Aaron Parker	Sunnyvale	CA
Andy Cord	Gardendale	AL
Arwen Evans	Houston	TX
Barry Clemenger	Bonney Lake	WA
Billy Sokoi	Cherry Hill	NJ
Brady Kirk	Milford	UT
Brian Ridings	Haymarket	VA
Brian Burk	St. Matthews	SC
Brian L. Johnson	Phoenix	AZ
Brian C. Lee	Stone Mountain	GA
Brian Zirbel	Sturgeon Bay	WI
Bruce Waton	Chesterfield	SC
Bud G. Herrick	Frewsborg	NY
Chisholm Tracy	Centreville	VA
Chris Bavosa	New Rochelle	NY
Chris Mark Moore	Dagsboro	DE
Danny Brooker	Battle Creek	MI
David Narkiewicz	St. Louis	MO
Derek Phoades	Tucson	AZ
Edward Merritt	Lincroft	NJ
Felipe Aguila	San Valley	CA
Greg Dunbar	Portland	OR
Hannah Wilkinson	Nashville	TN
Hasaan K. White	Trenton	NJ
Jamie Dator	Doylestown	PA
Janelle D'Angelico	Jackson	NJ
Jeremy Storozewski	Rapids	WI
Jeremy Lupariello	Pittsburgh	PA
Jeremy Mays	Defiance	MO
Jim Adams	S. Woodstock	VT
Josh Hodney	Minnetonka	MN
Justin Johnson	Chapin	SC
Ken Marawski	Fowlerville	MI
Mandwell Parrish	Athens	GA
Mark Doddato	Orland Park	IL
Marvin Stanley	Brighten	CO
Matt Berger	Raleigh	NC
Michael Grenier	Columbia Falls	MT



Using the postcard below, answer the following questions and your name will be entered in our Player's Poll Contest!

A. Of the game reviews listed below, which two did you enjoy the most?

a. Zelda II—The Adventure of Link
b. Wrestlemania
c. Sesame St. 123
d. Skate or Die
e. Marble Madness
f. Operation Wolf
g. Nintendo Power Bowl (Fooball)
h. Metal Gear



B. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

Please use the list of game titles(1-118) on the next page to answer the following questions.

C. What two games would you most like to see reviewed in a future issue of Nintendo Power?
D. What three games are you planning to purchase next?
E. Please indicate, in order of preference, your five favorite games.
F. Would you like to be a Nintendo Power Critic?

1. Yes 2. No

G. How interested would you be in purchasing a video tape of tips and tricks for about $10?

1. Definitely would buy it
2. Probably would buy it
3. Probably not buy it
4. Definitely would not buy it

tear off here

Answers to the Player's Poll

Name ______________ Tele. ______________

Address ______________

City ______________ State ______________ Zip ______________

Subscriber No. ______________ (Fun Club Member No.) ______________

Please indicate your answer in the appropriate box that corresponds to the survey above.

A. 1. ______ 2. ______

B. 1. under 6 ______ 2. 6-11 ______ 3. 12-14 ______
4. 15-17 ______ 5. 18-24 ______ 6. 25 + ______

C. Indicate Numbers 1-118 (list on next page) a. ______ b. ______

D. Indicate Numbers 1-118 (list on next page) a. ______ b. ______ c. ______

E. Indicate Numbers 1-118 (list on next page) a. ______ b. ______ c. ______
d. ______ e. ______

F. 1. Yes ______ 2. No. ______

The reason I'd make a good Nintendo Power Critic is (50 words or less) ______________

G. 1. ______ 2. ______
3. ______ 4. ______



JAN/FEB ISSUE PLAYER'S POLL GAME LIST

1 10-Yard Fight
2 1942
3 1943
4 Airwolf
5 Bad Dudes
6 Bases Loaded
7 Bayou Billy
8 Bionic Commando
9 Blades of Steel
10 Blaster Master
11 Bump 'N Jump
12 California Games
13 Castlevania
14 City Connection
15 Cobra Command
16 Commando
17 Contra
18 Deadly Towers
19 Defender II
20 Defender of the Crown
21 Dr. Jekyll & Mr. Hyde
22 Donkey Kong Classics
23 Double Dare
24 Double Dragon
25 Double Dribble
26 Dragon Power
27 Dragon Warrior
28 Duck Hunt
29 Fighting Golf
30 Freedom Force
31 Friday the 13th
32 Galaga
33 Gauntlet
34 Ghosts 'N Goblins
35 Golgo 13
36 Gotcha!
37 Gun.Smoke
38 Gyruss
39 Hogan's Alley
40 Hoops
41 Hudson's Adventure Island
42 Ice Hockey
43 Ikari Warriors
44 Indiana Jones and the Temple of Doom
45 Iron Tank
46 Jackal
47 Jaws
48 Jeopardy!
49 John Elway's Quarterback
50 Joust
51 Karate Champ
52 Karate Kid
53 Karnov
54 Kid Icarus
55 Kid Niki
56 Kung Fu
57 Legendary Wings
58 Life Force
59 MagMax
60 Major League Baseball
61 Marble Madness
62 Mega Man
63 Metal Gear
64 Mickey Mousecapade
65 Metroid
66 Mike Tyson's Punch-Out!!
67 Milon's Secret Castle
68 NFL Football
69 Ninja Gaiden
70 Knight Rider
71 One-On-One
72 Othello
73 Pac-Man
74 Pinball
75 R.B.I. Baseball
76 R.C. Pro-Am
77 Pro Wrestling
78 Q-Bert
79 Racket Attack
80 Rad Racer
81 Rambo
82 Rampage
83 Renegade
84 Ring King
85 Robowarrior
86 Robocop
87 Rygar
88 Seicross
89 Side Pocket
90 Simon's Quest (Castlevania II)
91 Spy Hunter
92 Spy vs. Spy
93 Star Soldier
94 Star Voyager
95 Super Mario Bros.
96 Super Mario Bros. 2
97 Super Pitfall
98 Superman
99 Tag Team Wrestling
100 Tecmo Bowl
101 Teenage Mutant Ninja Turtles
102 Tennis
103 The Goonies II
104 The Guardian Legend
105 The Legend of Kage
106 The Legend of Zelda
107 Tiger-Heli
108 Top Gun
109 Track & Field II
110 T & C Surf Design
111 Ultima
112 Wheel of Fortune
113 Winter Games
114 Wizards & Warriors
115 World Games
116 Xenophobe
117 Xevious
118 Zelda II—The Adventure of Link

MORE TO COME!



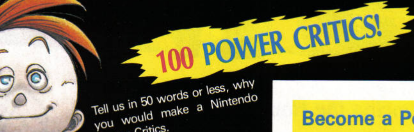
Place 25¢ Stamp Here

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762

...BECOME A NINTENDO POWER CRITIC!

PLAYER'S POLL CONTEST

JUST FILL OUT OUR SURVEY TO ENTER





Become a Power Critic!

We're looking for a few great players—100 to be exact. If you always have an opinion about everything, we need your help. We're recruiting 100 readers to become Nintendo Power Critics. You'll get a Critic's Kit including an I.D. card, note pad, and pen. Then, for the next 6 months, we'll ask you what you think about Nintendo Power and how we can make it even better.

Official Rules (No Purchase Necessary)

1. To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3×5 postcard and mail to:

   NINTENDO POWER
   Player's Poll Contest
   P.O.Box 97033
   Redmond, WA 98073-9733

   One entry per person please. All entries must be received no later than March 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

2. Winners will be selected in a random drawing from among all eligible entries received, on or about April 1, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after April 15, 1989 by sending a self addressed envelope to the address listed above.
3. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.
4. This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.
5. Nintendo Power Critics will be chosen from eligible entries received, based on the Players Poll response submitted and other factors selected at Nintendo's discretion. Nintendo Power Critics will be notified by mail by April 15, 1988. By applying to become a Critic, applicants consent to the use of their written entries and/or ideas, names, photographs on behalf of Nintendo Power magazine and Nintendo of America Inc. without further compensation.





Announcing the Hands Free Controller!

Nintendo of America Inc. is happy to announce the newest addition to its versatile line of video game accessories: the Hands Free Controller (HFC). As its name implies, the new device will allow its user traditional control of a video game without the use of hands. It has been designed to serve our physically limited, special needs players who are unable to manipulate the controllers currently offered. The basic design of the controller allows the user to wear it like a vest. It uses a "sip and puff" method to operate the A and B Buttons while navigating the video characters with a chin-fitted joystick. In addition to making game play accessible, it's a lot more fun than most physical therapy exercises. As a result, HFC players strengthen their neck muscles while playing their favorite video games. Nintendo's Research and Development department worked with Todd Stablefeldt and several other physically limited Power Players at Seattle's Children's Hospital in developing the HFC, and all were very enthusiastic. The result is our new official Hands Free Controller,



Todd Stablefeldt helped test drive the HFC at Children's Hospital.

which will be ready for release by the spring of 1989. We will sell the HFC directly to consumers through our Consumer Service number (1-800-422-2602) as a non-profit item. The $179.00 package will include the NES Control Deck, the Hands Free Controller, and one Game Pak. The controller alone will cost $120.00. The HFC works with any game that utilizes our current controllers (except for the Zapper Light Gun games), which will make a great number of NES games more accessible. Nintendo products such as this will mean a lot more people will be able to get in on the fun.

PLAYCHOICE: All the action, the fun and the choices are yours!



Imagine an arcade machine packed with 10 of the hottest new games all at once! Well, Power Players, you don't have to dream about it. Just look for Nintendo's Playchoice system in convenience stores and arcades near you.

The Playchoice system is a veritable video juke box. After popping your quarter or token into the machine, hit the reset button and select your new game. The only difference between Playchoice-10 and a juke box is that you're selecting video games instead of songs. You actually own the machine from the time your quarter slides down the slot until your time runs out.

The Playchoice system has a great deal to offer. If you put multiple quarters or tokens in at a time, you receive a bonus. For instance, each quarter or token will give you 300 time units. By putting two in at the same time you receive an additional 150 units for a total of 750 units!

The Playchoice system has up to 10 great games to select from. Check the game menu often for fresh selections. On the Playchoice system you can expect to find detailed graphics, and a helpful stop-action feature. Plus, the excitement and versatility of everchanging game menus.

Five new games now out on Playchoice systems are: Contra, Double Dragon, Super Mario Bros. 2, Punch-Out!! and Gauntlet. And, for the really big news, begin looking for Super Mario Bros. 3 in the spring of 1989.

Be on the lookout for Playchoice—it's the only CHOICE!

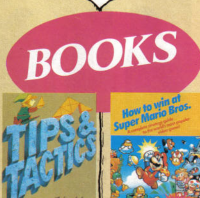






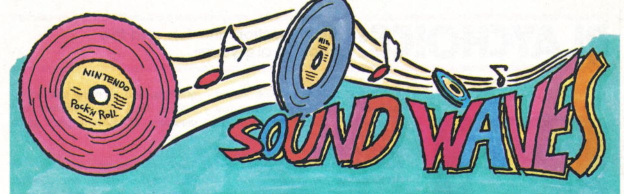
Zelda Tips & Tactics

SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for $4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602.
102 Pages.



Super Mario Tips

How To Win At Super Mario Bros. STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. You can order this booklet for $4.95 by giving your VISA/ Master Card number to our Customer Service Department at 1-800-422-2602.
112 Pages.



All that's hot isn't just on the video screen; there are exciting new sounds coming at you through the airwaves, too.

What's New In Rock & Roll?

Debbie Gibson



Atlantic recording superstar Debbie Gibson has just released her second album, entitled "Electric Youth," and all indications are that "Electric Youth" will be another smash hit for the teen singer. Debbie's first album, "Out of the Blue," sold over three million copies and produced five hit singles, one of which went to the top of the charts. Debbie has also released her first video, called Debbie Gibson "Live in Concert." This video captures the excitement and magic of Debbie as she performs not only her hit songs, but some new songs, too.

Julian Lennon

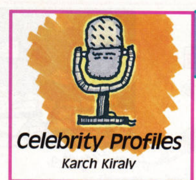
Julian Lennon will make his return to the music scene this spring with a new album. This is Julian's third album and clearly shows that he is following in the footsteps of his talented father (late Beatle John Lennon).



Huey Lewis and the News

After ten years in the music business and millions of albums sold ("Sports" 9 million, and "Fore" 6 million), Huey Lewis and the News are once again spreading the good news with the release of the third single—"Give Me The Keys"—from their latest album, "Small World." This song is Huey at his best, and might possibly be the biggest hit released off this album. Look for this song to rocket up the charts, and look for Huey and the band to kick off an extensive U.S. tour starting this January. Says Huey, "We love to play live. It's how we began and what keeps it fresh for us."





Olympic Champions Practice With Team Nintendo



Can you spot the Power Players in this gold?

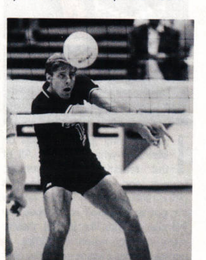
U.S. VOLLEYBALL TEAM CAPTAIN KARCH KIRALY NEEDS A LESSON OR TWO IN NES VOLLEYBALL

Karch Kiraly is said to be the best volleyball player in the world. He's led the U.S. volleyball team to win two consecutive Gold Medals in the 1984 and 1988 Summer Olympics, won numerous national and world championships, and is a three-time beach world champ, but volleyball is not the only thing that he is known for... he's a champ when it comes to playing Nintendo video games... all that is, except "Volleyball!"

"The volleyball game is impossible to beat," Karch bemoans, "we just can't figure it out. I've only beaten the computer three games—it's embarrassing! I'm good at "Super Mario Bros." though and have gotten close to beating Tyson in "Mike Tyson's Punch-Out!!."

Karch's playing is not just confined to his home. Several times a year he takes his NES on the road...and not just around the corner. Last year, Nintendo fever was experienced in the Soviet Union when he and fellow Olympic gold medalist, Steve Timmons, brought the system to an international event. Members of the team got together to play three-on-three Nintendo "Baseball." Three people would be on each team taking turns at the bat, and one person would pitch. However, televisions in the Soviet Union are not as technologically sophisticated as those in the U.S. They played on a black and white television with the system connected by athletic tape. That's NES dedication!

More recently, he brought the system to Seoul, South Korea, for the Olympics. "Everybody thinks that international travel is so exciting," explained Karch, "but most of the time it gets quite boring. The NES kept us from climbing the walls in Seoul. Everybody on the team would get together and challenge each other in "Baseball," "Mike Tyson's Punch-Out!!," and "Golf."



Medal winning Kiraly concentration.

But playing games, whether it be Nintendo video games or volleyball, is not the only priority in the 28-year-old's life. He's also busy promoting the "Karch Kiraly Volleyball Scholarship," which is offered to one high school male and one female each year. Winners are chosen based on academics, activities, and volleyball ability. According to Karch, who is a graduate of UCLA, being a good volleyball player is not enough. Kids have to realize that grades are extremely important, as well.

Karch recently added "Jeopardy," "Lee Trevino's Fighting Golf," and "Super Marion Bros. 2" to his Nintendo library. His wife, Janna, still holds true to her favorites—"Duck Hunt" and "Balloon Fight."

Nintendo Cereal System (NCS)

Introducing the breakfast of NES champions. Coming this April from Ralston Purina, the first cereal with two different packets in each box: Citrus fruit flavored Super Mario Bros. and berry fruit flavored Zelda. Now kids can find their favorite Nintendo heroes in their breakfast bowl.



I would like to compliment you on a very exciting game. Super Mario Bros. 2 is the best game I've played yet. I love it. It's got the best graphics and it's plain fun the whole time you play. I suggest that all the kids that love Nintendo should get this game. I like the way Luigi runs in the air when he jumps and I also like the story. I thought that it was very original. My favorite good guy is Mario and my favorite bad guy is Mouser.

David Belsito
Key Biscayne, FL

Thanks David. We're glad that you like it. Super Mario Bros. 2 is already a certified hit and it's great fans like you that make it as popular as it is.

What ever happened to Dragon Warrior? Will it be coming out?

Chip Stewart
Marshfield, MO

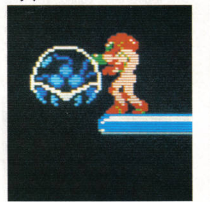
Dragon Warrior, a challenging new fantasy role-playing adventure, is tentatively scheduled for release some time this year.

There are a lot of reasons why the release of a game can be delayed, among them are the chip shortage and programming changes. In any case, we want to insure that when a game is released that it meets the high standards you've come to expect from Nintendo games.

My name is John George Haughie. I am 11 years old. I really enjoy **Nintendo Power**. I can probably think of nine different words to describe it. Would you like to hear them? If you said "yes," here they are. If you said "no," here they are anyway: Superb, Great, Excellent, Cool, Neat, Fun, Awesome, Educational, Thrilling. Well, there they were.

John "Jammin' Johnny" Haughie
Port Saint Lucie, FL

Thanks for the words of encouragement, John. We're trying our hardest to bring you a magazine that will be enjoyable and informative.



I just recently got my hands on Metroid—what a game! All of the realistic flips, bounces, sounds and graphics make this game really hot! One reason I know it's got to be good is because my friend's parents like it and they're really choosy when it comes to games. What I want to know is if you guys are making any new games, and will any of them be as cool as Metroid?

Neil Garcia
Albuquerque, NM

We're always coming out with great new games, Neil. Make sure to check out Pak Watch, Video Shorts and the assorted game reviews in Nintendo Power for details on all the latest hits.



CUSTOMER SERVICE TIP
Zelda's Memory

Have you ever played The Legend of Zelda, reached a critical stage of the game and then Saved your progress only to find out later that the memory got zapped? Well, unfortunately that does happen with some Zelda Game Paks. The good news is that there is a simple procedure to follow which will prevent any accidental erasures. 1) when the game is over select SAVE, then push START; 2) When the SELECT SCREEN appears push the RESET button on your control deck and hold it; 3) Now, while holding the RESET button, turn off the power. Remember to use this procedure every time you want to save your game. If you do, your Zelda Game Pak will, in turn, remember all the items and hearts that you've collected.



My son, Sam, turned 4 years old on October 11th (Mario's birthday) and he has been playing his NES for a year. To my knowledge Sam's high score on Super Mario Bros. is 328,950, which he achieved only a short time after we purchased the NES. He defeated Bowser at Level 8-4, both with and without fireballs.

We purchased The Legend of Zelda, and after watching my husband and I play, Sam played the game himself. Within a couple of months he defeated Ganon in both quests. We also bought Kid Icarus and Sam managed to defeat Medusa.

The original Mario Bros. game was next in line and Sam and I played as a team. We managed to play together 112 rounds.

Finally, we acquired Kung Fu and, as expected, Sam beat Mr. X.

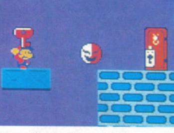
We will be getting Super Mario Bros. 2 and Zelda II—The Adventure of Link next. Sam is anxiously awaiting both of them.

Sam holds his own with the older kids and the adults, often beating the best of them. At first, I was concerned that we had a video junkie on our hands, but I've found that he's learned a great deal from the games. His reaction time is excellent and he's learned to differentiate directions like left and right and up and down, and he's even learning how to spell and read a little and how to keep score. He's figured out special secrets and capabilities of the games on his own even before those hints are published in your magazine.

Sam looks at **Nintendo Power** almost daily. He loves figuring out the maps and he makes me read it to him over and over again.

Carol Fish
Newburgh, NY

Thanks for telling us about Sam, Carol. We always enjoy hearing about how the NES appeals to a wide range of ages.



My club and I have some tips for developing Nintendo clubs. First, all club members should participate in an election or appoint a leader some way. Next, create rules of membership and of governing meetings and contests and the like. You might decide to have different leaders and officers every couple of months or so in order to bring forth new ideas and to make sure that no one gets left out or tired of leading. All club members should pay minimal bi-annual dues. Also try to generate some money from contests with a small entry fee. It's hard, but worth it when the club gets a new game in the library. Try to keep the money in some member's bank account to collect interest.

These are simple guidelines which aren't too complicated or hard to establish. And you'll find a leader is just what you need to keep order. Just follow a couple of rules and your club can have more fun without having to worry about stuff. So don't just stand there. Get your club involved and let your scores soar and the club thrive!

NES Heatseekers
Joe Lex, Acting President
Fond Du Lac, WI

Clubs are a great way to get your friends together to play your NES. You can exchange tips, arrange contests and tournaments, and as we've learned from the NES Heatseekers, you can be well organized too.



PLEASE SEND US YOUR LETTERS!

If you have a question, comment, or anything else you'd like us to know about, write to:

NINTENDO POWER—MAIL BOX
P.O Box 97033
Redmond, WA 98073-9733



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1942

Anthony Cifelli	Montville, NJ	999,950
Ben Cortez	Madera, CA	999,950
James Gillan	Bronx, NY	999,950
James Hogan	Cedar Rapids, IA	999,950
Chuck Morrison	Yakima, WA	999,950
Randy Napier	Lexington, KY	999,950

ARKANOID

Gary Clawson	Chico, CA	803,950
Michael Fall	Weymouth, MA	753,000
David Gottesmann	Manalapan, NJ	690,400
Michael Giudice	East Windsor, NJ	638,350
Dan Sterantino	Rensselaer, NY	589,976

ATHENA

Phoug Ngo	Columbus, OH	950,850
Jimmy Mills	Huntington, WV	788,000
Aaron Dewell	Salt Laky City, UT	702,000

CASTLEVANIA

Michael Yang	Upland, CA	999,950
Dean St. Antaine	Fantana, CA	999,930

COMMANDO

Josh Fortin	Columbus, OH	999,950
Brad Gowash	Somers, CT	999,950
Greg Nawarynski	Lawrenceville, NJ	999,950

CONTRA

Bill Wagner	San Mateo, CA	6,553,500
Ben Truck	Des Moines, IA	6,553,500
Cam Childress	Stone Mtn., GA	6,553,500
Steven Vachani	Irvine, CA	6,472,600
Mike Winzinek	Canton, OH	6,229,400

DUCK HUNT

John Cramer	Marietta, GA	999,900
Susan Faber	Dexter, KS	999,900
David Gacom	Apple Valley, MN	999,900
Jacqui Garofano	Staten Island, NY	999,900
Jeremy Hamilton	Mill Creek, OK	999,900
Max Heinlein	Hutchinson, KS	999,900
Jason Jansen	Springfield, IL	999,900
Michael Kino	Randolph, MA	999,900
Steven Lauria	Paramus, NJ	999,900
Kevin Mattern	Setauket, NY	999,900
David Scarlett	Leavenworth, KS	999,900
Mike Seitz	Escondido, CA	999,900

EXCITEBIKE

		Track	Time
Andrew Brunet	Potomac, MD	1	51:22
Matt Kalafat	Manassas, VA	1	51:12
Sean Caturegli	Reno, NV	2	52:00
Wil Stark Costa	Mesa, CA	2	52:36
Tommy Messina	Milltown, NJ	3	52:81
David Siverman	Tenafly, NJ	4	59:87
Brian Smith	Holbrook, NY	5	53:39
Eddie Kisosondi	Riverview, FL	5	55:64

GHOSTS'N GOBLINS

Shawn Bolen	Miamisburg, OH	1,552,500

GOLF

		Score	Strokes
Phil Macsisak	Portland, OR	−25	47
Corey Ray	Memphis, TN	−23	49
Albert Mazeika	Tucson, AZ	−23	49

GOLGO 13

Nathan Hamre	Bellflower, CA	Finished

GRADIUS

John Burch III	Florence, AL	9,999,900
John Fornicola	Long Branch, NJ	9,999,900
Gil Green	Anaheim, CA	9,999,900
Lon Sparango	Brook, CA	9,999,900
Joshua Turley	Phoenix, AZ	9,999,900

GUN.SMOKE

Ulises Caraballo	Bronx, NY	999,990
Aaron Pash	Vista, CA	960,430

HOGAN'S ALLEY

David Treece	Austin, TX	999,000
Ryan Cawthon	Riverdale, GA	997,600

JAWS

Aaron Scheuerman	El Cajon, CA	1,250,320

PLAYER'S FORUM

KARATE CHAMP

Philli Schwanke	South Bend	999,900
Joseph Malone	Chicopee, MA	999,900
Chris Rackos	Oak Lawn, IL	999,500

KID ICARUS

Don Frazier	Sugarland, TX	9,999,999
Mike Grossman	Canton, OH	9,999,999
Donnie Pulliam	Greenville, NC	9,999,999
Jason Rollins	New York, NY	9,999,999
Lon Sparango	Fallbrook, CA	9,999,999

LEGENDARY WINGS

Matthew Jones	Arab, AL	4,074,200
Ealing Jahn	Cerritos, CA	3,133,000

LIFE FORCE

Phillip Ho	Jackson, MS	277,220

LODE RUNNER

Dan Maher	Marshfield, MA	1,044,200

MEGA MAN

Eric Fretz	Garland, TX	1,698,850

MIGHTY BOMB JACK

Ginny Rescigno	Pawtucket, RI	772,860

M.U.S.C.L.E.

Shawn Cosmas	Langhorne, PA	2,020,868

PINBALL

Dan Oppenherm	Pawtucket, RI	959,440
Emil Manus	Warren, OH	875,910
Stephen Franklin	Studio City, CA	730,660

R. C. PRO-AM

Ronald W. Taylor III	Manassas, VA	986,900
Mark Rice	Marysville, WA	737,000
Augie Jayaraj	Waturbury, CT	673,900

RUSH'N ATTACK

Brian Kingsley	Carmel, CA	9,999,990

SOLOMON'S KEY

Eddie Dorin	Richmond, VA	13,190,140

SPELUNKER

Brian Grivna	Edina, MN	1,610,000

STINGER

Steven Landucci	Coraopolis, PA	3,702,800

SUPER MARIO BROS. 2

Henry Benz	Cleveland, OH	Finished
Ben Herd	Redmond, WA	Finished
Hoyt Johnson	Athens, TX	Finished
Kevin Johnson	Athens, TX	Finished
Michael Sharp	Athens, TX	Finished
Rusty Sharp	Athens, TX	Finished
Steve Springer & Jas Gile	Redmond, WA	Finished
Jens Thompson	Redmond, WA	Finished
Rick Wysaki	Traverse City, MI	Finished

T & C SURF DESIGN

Danny Hamilton	Danville, VA	999,999
Alan Rappaport	Wayne, NJ	999,999

TIGER HELI

Josh Bradley	Sparta, IL	489,000
Lous Pavlik	Lindenwold, NJ	445,000

TOP GUN

Nate Welch	Lawrence, KS	143,200
Mark Liszewski	Webster, TX	128,100
Ben Sisneroz	Goffstown, NH	83,600
Cy Forell	Seattle, WA	80,900
Martin Alston	Beaumont, TX	75,500

TRACK & FIELD

Rob Alfano	Ocean, NJ	999,999
Tony Blair	Rossford, OH	999,999
Jeremiah Ervin	Topeka, KS	999,999
James Gee	Richardson, TX	999,999
Doug Huber	Loveland, OH	999,999
Greg Neu	Boca Raton, FL	999,999
Andre Roman	Fredricksburg, VA	999,999
Jay Willimon	Stinnett, TX	999,999

WILD GUNMAN

Roy Dean	Boca Raton, FL	999,900
Barry Carlson	Springfield, VA	999,700
Jon Milleville	Wheaton, IL	999,700
Steven Hau San	Gabriel, CA	995,600

WIZARDS & WARRIORS

Weston Johnson	Parguitch, UT	397,270
Pedro Candia	Gardena, CA	390,000
Drew Engelson	Great Neck, NY	310,895
Jimmy Waters	Mecastle, DE	305,000

ZANAC

Andrew & Stewart Sari	Nesconset, NY	99,999,900
Curtis Baker & Lary West	Kingston, TN	51,750,100
Brian Waldo	Lancaster, CA	19,386,390
Brian Langford	Santa Ana, CA	18,000,000
Max Schmidt	Omaha, NE	17,552,000

Send your high Score and be a Power Player!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from coast-to-coast?

Send your Screen Photos:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98052

VIDEO SPOTLIGHT
POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

I think I am an NES Power Player. I can win lots of games very fast. I write to Nintendo all the time to tell them tips, for all of their games. I was honored! I have a little brother, Blair, who is on his way to becoming a Power Player quite soon. I am going to get Super Mario Bros. 2 and Zelda II—The Adventure of Link. My five greatest tips are:

1) Have a current subscription to **Nintendo Power.**
2) Practice, practice, practice.
3) Make a map for everything.
4) Be patient, think, and never give up.
5) If you don't own an NES Advantage, buy one now! Every NES player should own one!

Brett Borders
West Palm Beach, FL

I belong to the Video Busters Club of East Providence, Rhode Island. I am writing to you because I believe that our club's Power Player Kenneth "Dr. Nintendo" Uhnak deserves recognition in your magazine. Kenneth's Nintendo Powers are rapidly becoming well known throughout the community and many people, including adults, call him from time to time for help in overcoming obstacles in various games.

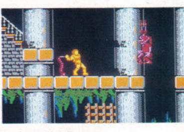
Kenneth has solved various games in short time periods including Contra, The Legend of Zelda and Metroid, all in the same week.

A few of Dr. Nintendo's tips are:

In Castlevania make sure when fighting Frankenstein and Igor you have firebombs and you'll wipe them out easily.

Always keep calm and maintain control of the situation. Your own brain is the key to winning.

Eddy Morales
East Providence, RI



My name is Alex Thayer and I believe that I am a Nintendo Power Player. These are my vital statistics:

Age: 12

Favorite Games: Galaga, Paperboy, and R.B.I. Baseball.

Hobbies: Sports and playing my NES.

Pets: A dog named Saki and five tropical fish.

Goals: To design engines for Lamborghini and Porsche, to play baseball or be a sports anchorman, to get my father to quit smoking, to meet D.J. Jazzy Jeff and/or The Fresh Prince, and to win at Super-Contra.

High Scores: Arkanoid—1,159,500 and I finished it in the same game. Duck Hunt—990,900, Round 48.



Galaga—269, 600, Round 37.

R.B.I. Baseball—9 to 0 with every team. 51 to 0 against the N.Y. Mets.

Nintendo Paraphernalia: The Official Nintendo Player's Guide, the NES Max, the NES Advantage, and 13 games.

Collections: Nintendo posters and games, baseball cards, comic books, dice, and anything to do with The Teenage Mutant Ninja Turtles.

Computers: An NES, an Apple IIC, and an Epson QX.

World Records: I think I hold the World Record for Duck Hunt and I hold the Unofficial World Record for the longest paper airplane flight outdoors over level ground. The time was 1 minute, 18 seconds and 38 hundredths of a second.

Role Models: Tim Laudner of the Minnesota Twins, Raphael of The Teenage Mutant Ninja Turtles and Samus Aran of Metroid.

Personal Observations: I think Samus is the coolest, most wicked character in the video world. Thor



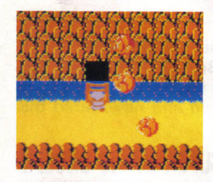
Calling all Power Players

Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).
We'll profile several Power Players in each issue.

from Gauntlet, however, is just a big oaf!

Alex Thayer
Woodinville, WA

My brother Jared (age nine) is brilliant at playing the NES, and all the games, really. I won't bore you with all his high scores (and, believe me, there are quite a few). But, I just want to say that Jared has a natural ability and he enjoys games with mind puzzles like The Legend of Zelda and Solomon's Key. He enjoys a challenge and tries not to get too frustrated. Jared is a great player and a good sport. You won't find a better guy around.



Jill Turner
Fountain Valley, CA

I think I would make a very good Power Player because I have beaten 18 games! Included are big hits like Super Mario Bros., The Legend of Zelda, Ghosts and Goblins, Rygar, Karnov, Athena and Goonies II.

Some of my tips are:

In Rygar, keep defeating the first robot in Lapis until you are strong enough to defeat it with one hit.

In the underground chambers in Trojan, use your sword everywhere. There's no telling what you might find.

In The Legend of Zelda, always have some medicine when you go into high level labyrinths just in case you run into trouble.

I love to play my NES and my favorite games are Castlevania, Rush 'N Attack and The Legend of Zelda. The NES Advantage is a big help!

James McKenna
New Hope, PA



This is our best player, Daniel "Megatron" Lillie. He has won Metroid seven times, Rygar, Kid Icarus, Double Dragon, Kung Fu and Super Mario Bros. In our club he has reached the rank of Supreme Video Grid Warrior. We are proud!

Brian "Goatee" Shozbot Video Grid Warrior First Class Bionic Freakbots Video Club.

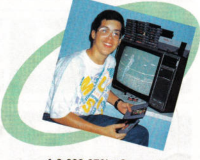
Our Motto: Video Grid Warriors report to your Control Pads.

Power Player Profile

Name: Jose Carlos Quinones
Age: 14
City: Mayaguez, Puerto Rico

Favorite Games: I like the games that challenge me, like the Adventure Series and Konami games—especially Castlevania. It is very interesting and difficult.

Outstanding Video Accomplishments: I go through games very quickly. I beat Castlevania in one day, Super Mario Bros, in four days (with a score of 9,999,950), Contra in two days, Mega Man in two days and, most recently, Super Mario Bros. 2 in just one day, finding two different Warp Zones.



Hobbies: My main interest really is playing my NES. My nickname is "Mr.Nintendo" because I play so much and my friends ask me to teach them to play the games they can't master. I also keep good grades at school.

Future NES Games: I hope to get Zelda II—The Adventure of Link, Life Force and Bionic Commando.

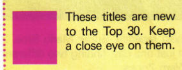
NINTENDO POWER

See where your favorite game ranks in America's Top 30!

TOP·30

We hear you loud and clear, and your message seems to be that there's a new king at the top of the pile—Super Mario Bros. 2! This proves that nothing lasts forever. That doesn't mean that your old favorites are forgotten, though. To see how all the games, old and new, fared this time, check out the table below.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.

Games that are really on the move. These games have jumped up several places on the poll.

Favorites that have maintained their popularity among the Top 30.





1 — 22,790 POINTS

SUPER MARIO BROS. 2

You've waited a long time for the triumphant return of Mario, Luigi, and friends, and it was worth the wait!





2 — 6,941 POINTS

THE LEGEND OF ZELDA

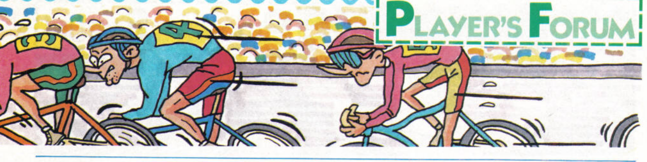
All good things must come to an end, but second place isn't so bad when you look at the competition.



3 — 6,604 POINTS

ZELDA II—THE ADVENTURE OF LINK

Although it's been released only for a short time, this ultimate adventure is destined for greatness.






DOUBLE DRAGON

Billy Lee never gives up! Last time he was at number nine. His climb to number four shows that he has what it takes.



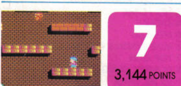

METROID

In space no one can hear you scream, but we hear you Metroid fans, and Samus is still within shouting distance of the top.




MIKE TYSON'S PUNCH-OUT!!

Iron Mike is a bit bruised this time around, falling to number six, but don't count him out yet.



MILON'S SECRET CASTLE

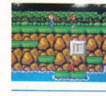
Here's one to watch. First time on the Top 30, Milon's Secret Castle is already looking like a winner.





METAL GEAR

What happened? Last time Metal Gear was sitting pretty in third place. Here's a chance for all you Gearheads to be heard.




CONTRA

Slow but steady, Contra is climbing the charts, not at all like the lightning quick action of the game itself.

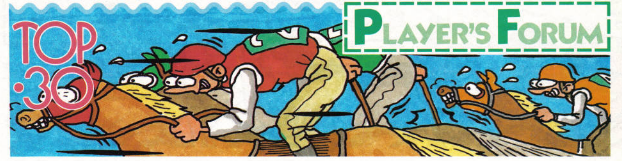


10
2,617 POINTS

BASES LOADED

Well, spring is still some time off, but the Bases Loaded fans are already warmed up and headed for extra innings.

Rank	Points	Game
11	2,433 POINTS	GOLGO 13
12	2,376 POINTS	CASTLEVANIA II SIMON'S QUEST
13	2,273 POINTS	CASTLEVANIA
14	1,969 POINTS	GAUNTLET
15	1,938 POINTS	HUDSON'S ADVENTURE ISLAND
16	1,935 POINTS	SUPER MARIO BROS.
17	1,757 POINTS	KID ICARUS
18	1,418 POINTS	R.C. PRO-AM
19	1,359 POINTS	MEGA MAN
20	1,341 POINTS	1943
21	1,246 POINTS	LIFE FORCE
22	1,238 POINTS	PAC-MAN
23	1,206 POINTS	JACKAL
24	1,174 POINTS	TRACK & FIELD II
25	1,126 POINTS	DOUBLE DRIBBLE
26	1,091 POINTS	ROBOCOP
27	1,081 POINTS	XEVIOUS
28	1,078 POINTS	BIONIC COMMANDO
29	1,050 POINTS	TOP GUN
30	988 POINTS	T & C SURF DESIGN



PLAYERS' PICKS



GAME	PTS
1 SUPER MARIO BROS. 2	3,059
2 THE LEGEND OF ZELDA	2,850
3 DOUBLE DRAGON	2,314
4 ZELDA II-THE ADVENTURE OF LINK	2,023
5 SUPER MARIO BROS.	1,935
6 MIKE TYSON'S PUNCH-OUT!!	1,854
7 METROID	1,835
8 CONTRA	1,494
9 CASTLEVANIA	1,380
10 CASTLEVANIA II-SIMON'S QUEST	1,328
11 GAUNTLET	1,115
12 ROBOCOP	1,091
13 BASES LOADED	1,064
14 R.C. PRO-AM	1,031
15 METAL GEAR	1,030
16 KID ICARUS	1,009
17 FRIDAY THE 13TH	868
18 PAPERBOY	836
19 BIONIC COMMANDO	806
20 TRACK & FIELD II	650
21 RAMPAGE	592
22 ICE HOCKEY	587
23 T & C SURF DESIGN	573
24 R.B.I. BASEBALL	533
25 LIFE FORCE	528
26 TOP GUN	495
27 BLASTER MASTER	483
28 DOUBLE DRIBBLE	461
29 THE GOONIES II	446
30 WIZARDS & WARRIORS	446

It's almost a clean sweep for SMB 2!

It seems that Mario, Luigi, and Princess Toadstool are just about everyone's favorite heroes.

PROS' PICKS



GAME	PTS
1 ZELDA II-THE ADVENTURE OF LINK	4,581
2 SUPER MARIO BROS. 2	3,668
3 THE LEGEND OF ZELDA	3,261
4 MILON'S SECRET CASTLE	2,252
5 METROID	1,766
6 METAL GEAR	1,630
7 GOLGO 13	1,592
8 MIKE TYSON'S PUNCH-OUT!!	1,592
9 BASES LOADED	1,553
10 MEGA MAN	1,359
11 CASTLEVANIA II-SIMON'S QUEST	1,048
12 HUDSON'S ADVENTURE ISLAND	990
13 1943	971
14 CASTLEVANIA	893
15 GAUNTLET	854
16 FIGHTING GOLF	854
17 COBRA COMMAND	679
18 RACKET ATTACK	543
19 TRACK & FIELD II	524
20 DOUBLE DRAGON	505
21 JACKAL	505
22 TECMO BOWL	466
23 SOLOMON'S KEY	446
24 DOUBLE DRIBBLE	330
25 XEVIOUS	311
26 BIONIC COMMANDO	272
27 SIDE POCKET	272
28 DEFENDER II	252
29 MICKEY MOUSECAPADE	233
30 CONTRA	233

Missing Link found at Nintendo!

Since Link finally came out, we haven't been able to put it down, except for short breaks with Metroid and Metal Gear.

DEALERS' PICKS



GAME	PTS
1 SUPER MARIO BROS. 2	16,063
2 DOUBLE DRAGON	1,505
3 PAC-MAN	1,238
4 CONTRA	1,066
5 HUDSON'S ADVENTURE ISLAND	948
6 GALAGA	897
7 MILON'S SECRET CASTLE	892
8 GOLGO 13	841
9 THE LEGEND OF ZELDA	830
10 XEVIOUS	770
11 KID ICARUS	748
12 MICKEY MOUSECAPADE	731
13 LIFE FORCE	718
14 JACKAL	701
15 METROID	619
16 MIKE TYSON'S PUNCH-OUT!!	574
17 TOP GUN	555
18 DONKEY KONG CLASSICS	507
19 METAL GEAR	471
20 T & C SURF DESIGN	415
21 R.C. PRO-AM	387
22 1943	370
23 MILLIPEDE	357
24 JEOPARDY!	348
25 DOUBLE DRIBBLE	335
26 ICE HOCKEY	323
27 WHEEL OF FORTUNE	320
28 GOLF	305
29 10-YARD FIGHT	299
30 DEFENDER II	297

Awesome is the word for Super Mario Bros. 2.

It doesn't seem to matter who you are. Super Mario Bros. 2 is number one!

NINTENDO POWER

COMING UP NEXT IN THE MARCH/ APRIL ISSUE OF NINTENDO POWER!

NINJA GAIDEN

Part "movie"—part video game. Get ready for a ninja mission that really lets you get into the "act." Cinematic martial arts action!

HUDSON'S ADVENTURE ISLAND

Guide Master Higgins through all sorts of strange and terrible traps inside this South Pacific Jungle Island. Will he ever be able to rescue his beloved sweetheart, Princess Leilani?

THE ADVENTURE OF LINK

When last we left the Hero of Hyrule, he was taking on Doomknocker in the Palace of Maze Island. Join us on the road to the Third Triforce as we'll have more maps, mayhem, and monsters who'll try to cuff Link!
PLUS: Classified Information, Video Shorts, the NES Journal, and the ever-popular Much, Much More!

Dear Players,
Are we ever excited! At press time, we were on our way to the giant Consumer Electronic Show which takes place in the city of Lost Wages. I mean: Las Vegas. This is a spectacular show where everybody in the electronics industry gets together to display their new hardware, accessories, software, inventions, and Game Paks. Imagine, we, along with all 34 of our licensee companies, were together under one roof. The number of new licensee companies has grown dramatically and now includes such a familiar name as Milton Bradley! To all of them we say: "Welcome aboard."

What this means to you is that more imaginations than ever are at work to bring you the greatest number of choices in the history of video games. From what we've heard, this year promises to be the most exciting year yet. And with this much info to report back on, the March/April issue will be more Powerful than ever in keeping you up-to-date on the best new games and helping you make the right game choices. So stick with us. There are monsters to be fought, people to be rescued, worlds to be saved, treasures to be discovered, and lots of great times to be shared. And in case we forgot: Happy New Year, gang!

See you in March!

Howard W Phillips

Send a friend to score-raising deep space with Nintendo Power™!




Party Up Party Down
The laughs are nonstop with the NES accessory that's as much fun to watch as it is to play. The Power Pad.™ One to six can hop, run, skip and jump into action with World Class Track Meet™ (included) and Super Team Games.™ Work it out with Dance Aerobics.™ The Power Pad. Now sold separately. It's an instant party.
Power Pad
Watch for it soon!
Official
Nintendo
Seal of Quality
TM
Nintendo
ENTERTAINMENT SYSTEM®


Nintendo of America, Inc.
P.O. Box 97033
Redmond, WA 98073-9733
BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America, Inc.
MORE POWER TO YOU
Nintendo
If you think you're having a big blast with your Nintendo Entertainment System® now, wait. Nintendo has brand new, super-charged, power-packed fun and games ahead. What's your favorite video challenge? Role-playing. Sports. Adventure. Or Fantasy. Watch for them all plus more surprises coming your way. Are you all ready for blockbusters? Keep your eye on Nintendo. Now you're playing with power.
Official
Nintendo
Seal of Quality
TM